

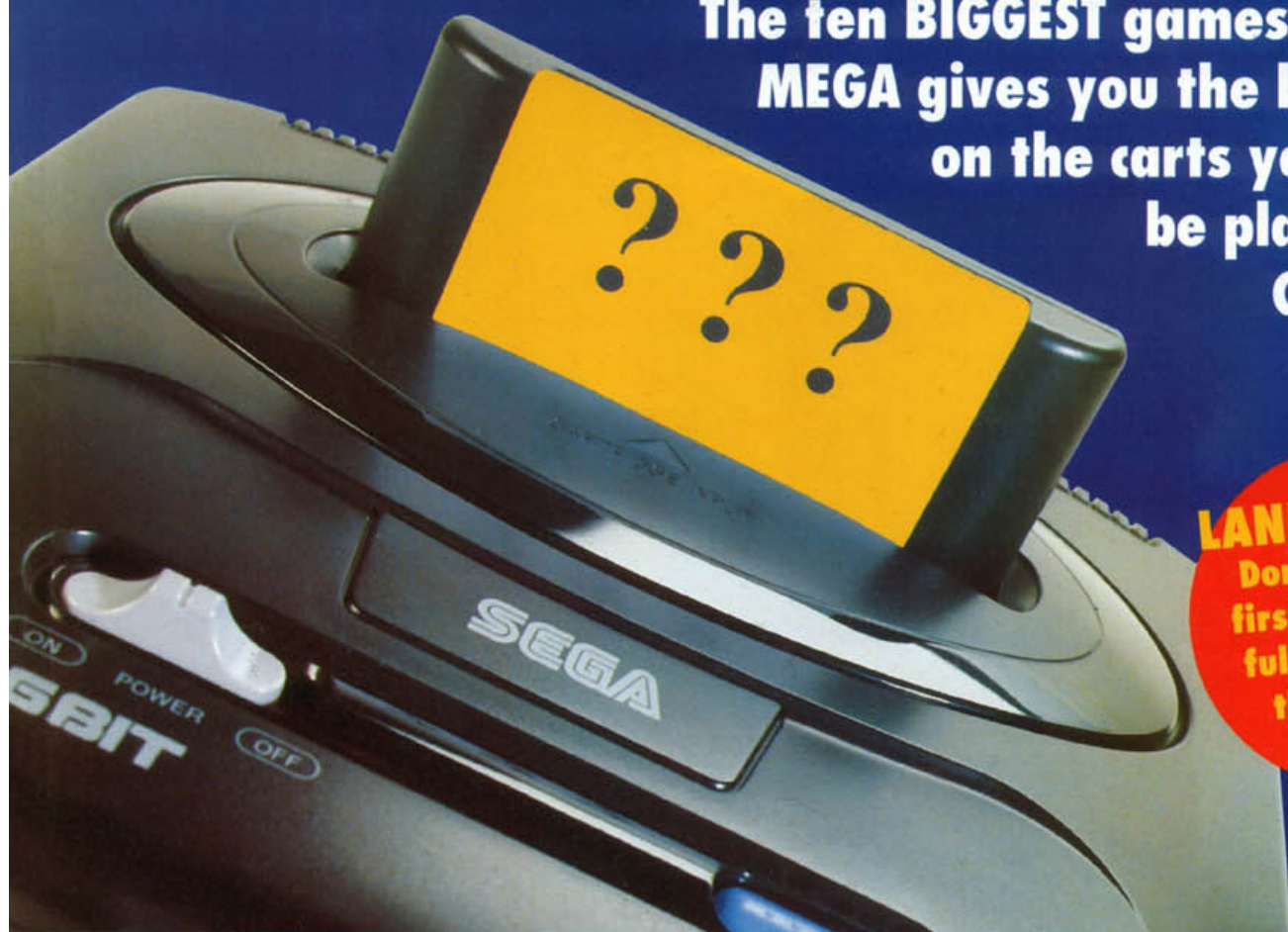
MEGA

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on the carts you *should*
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Christmas



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1994 MEGA investigates what's
in store for '94. Page 66...
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" KONA

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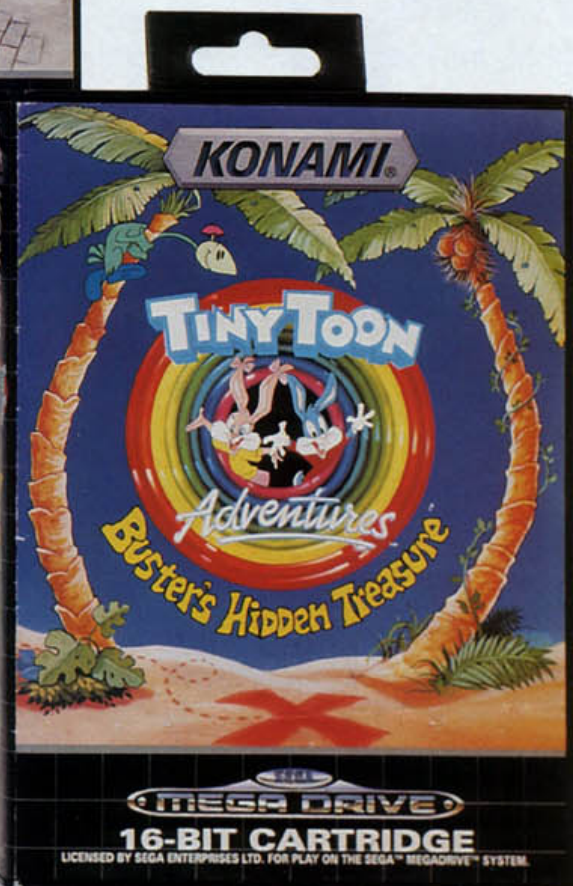
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MEGA

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Subscriptions: **Future Publishing Ltd, Cary Court, Somerton, Somerset TA11 6TB**
Tel: 0458 74011 Fax: 0458 74378

Repro: **Bath ReproGraphics, Bath**
Printing: **TPL (UK) Ltd, Hartlebury**



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Registered Circulation **55,612** Jan - June '93

4 MEGA January 1994

WHAT ARE YOU PLAYING AT?



Sonic Spinball is just one of the ten games which have been given the full MEGA treatment in our special 22-page feature on the best games of 1993. So, if you're into Mega Drive gaming in a big way, turn to page 16

Chances are, you'll either already have, or will seriously be thinking about buying, one of the ten most scrumptious games of '93. What are they? Well, turn to our feature, which starts on page 16, and you'll find out.

Each of the games has a lovely two-page spread, in which we give you a bit of history on the game, a review, some tips, and various other relevant bits and bobs. We hope this feature will provide invaluable buying advice for those who are thinking of getting into Mega Drive gaming, and we're sure it will be a damn fine read for those already interested in all things Sega.

And don't forget, to find out all about the Saturn Console, and what you can expect to see in 1994, turn to page 66, where our second feature begins. Enjoy the issue, and don't forget to get incredibly wazzed this Christmas.

REGULARS

8 MEGA CITY
MEGA asks Sega why sequels are often a disappointment. Plus all the usual hot news from home and abroad.

12 THE CHARTS
Same old crap, and precisely the same packaging. Yes, it's the sad charts page. Funny it ain't.

74 MEGA PLAY
No change here, thank goodness. Just the best tips section in the universe.

78 ARENA
And this is the bit that no other Mega Drive mag offers: wacky challenges to breathe new life into those tired old carts.

86 MEGA RETRO
This month, Jon Smith takes a look at the development of the platform shoot-'em-up. He rates every game in the genre and picks out some historic moments along the way.

91 BACK ISSUES
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92 TOP 100
The top 100 Mega Drive games of all time, the top 10 Mega CD games, and our fabulous Tips List. What a wonderful section.

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102 PREVIEWS
This month: *Eternal Champions*, *Dragon's Lair*, *The Incredible Hulk*, *Jammit One On One Basketball*, *Rage In The Cage*, *Young Indy*, *Pele* and *Greatest Heavyweights*.

110 MEGA MOUTH
Andy Dyer searches through his bulging mail sack in the hope of finding something other than another "When's *Street Fighter* 12 coming out?" type letter.

114 SHUT DOWN
And this, dear friends, is the dreadfully inaccurate, and completely speculative look at what we may, or may not, be covering in the next issue. Accurate it ain't, but we like to think it's mildly amusing.

PURE SEGA MEGA DRIVE AND MEGA CD

15 REVIEWS!

Well, actually, that's just the main reviews, but don't forget the reviews of the ten fabbiest games of 1993 we crafted for you in our special feature starting on page 16. Anyway, on with the jollity...

44 TERMINATOR CD

Interestingly, the main part of this game focuses on the lead-up to the start of the movie. A novel twist on a theme, but will the gameplay come up to scratch?

46 DRAGON'S REVENGE

We're real pinball buffs here on MEGA and we were looking forward to this lots. Find out why we were left a little disappointed on page 46.

48 DR ROBOTNIK'S MEAN BEAN MACHINE

There's only one thing to say about this. You have to buy it... a rare piece of perfection.

50 THE LOST VIKINGS

What do you call a man who wears a spikey hat and says "Mr Grimsdale" a lot? Norseman Wisdom. Er, oh dear.

52 DUNE 2

What do you call a strategy game that's based on a classic science fiction novel? Erm... *Dune 2*. Double oh dear.

54 AERO THE ACROBAT

What do you call a bat with... Oh sod it. A pleasing little platformer this.

55 BOXING LEGENDS OF THE RING

This is top boxing action with great graphics. And you can really feel some of those punches connect.

56 F117 NIGHT STORM

Not to be confused with *F117 Night Nurse*, the mild sedative simulator.

58 TOE JAM AND EARL 2

While still being fab, the first game did get a bit tedious. This complete re-working of the theme, however, is absolutely funk-tastic in every way.

61 ROLLING THUNDER 3

It would have been poor enough had it stuck very roughly to the style of the arcade game. But what the bloody hell happened to the two-player option?

63 SPIDER-MAN VS THE KINGPIN

More web-slinging antics with that useless git Peter Parker. Not that enthralling really.

64 ROUND-UP

A wee mish-mash of the cruddier games we experienced this month.

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MEGA takes a look at game sequels and asks a couple of industry peeps if they're not a bit on the poor side.



14 £2,000 MEGA COMPO



Win one of over 170 prizes kindly donated by the industry's biggest players. First prize is a Terminator leather jacket. Turn to page 14 to enter.

66 WHAT'S IN STORE FOR 1994?

The latest Saturn news, plus a run-down of what all the major software houses have planned for next year.



81 LANDSTALKER SOLUTION - PART ONE

Introducing the first part of our brilliant solution to the best Mega Drive role-playing game of all time. Part two next month...



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Six pages packed with news • profiles •

MEGA

SEQUELS UPS

SWEET SIXTEEN

Christmas just doesn't seem to be what it used to be. It starts too early, the television isn't as good, no-one believes in Santa Claus any more and no-one really knows the true meaning of Christmas. Is this really the case, or is it simply that as you get older, it gets less and less fun? MEGA decided to investigate, and first asked the bloke who makes calendars if indeed Christmas comes earlier than it used to.

"Well, technically, no it doesn't. It's not as if it has gradually shifted and ends up colliding with the summer solstice or anything, but certainly, people are putting their trees up earlier and so on. In fact, there was a case recently when a man bought a tree in June and proce..."

Yes, well, what about the Santa Claus thing? We asked the man himself if he felt saddened by the lack of belief?

"I'm bloody furious!" he offered. "I spend 12 months preparing for one night of hard graft and then when I wander into the little kiddies bedrooms, more often than not I'm greeted with 'Oh sod off Dad, we know it's you!' Frankly, I'm appalled by the whole situation."

Strong words from Santa. But finally, we move away from the tinsel and merry making and ask a local parishioner what the true meaning of Christmas is.

"Hmm, I'm not sure I remember. It used to be all that religious stuff didn't it? But I think these days, it's best if we ignore all that and focus our efforts on the homeless, the needy, and ultimately the getting wasted on Egg Nog and playing strip poke..."

Yes well, that's probably quite enough reflecting on Christmas past. Let's just tell you a bit about the issue. Firstly, just across the page we kick off the news with a piece on sequels and ask a couple of industry bods why they can't all be as good as *ToeJam And Earl 2*. Then you'll probably want to get straight into our cover feature. It's a 22-page jobby covering each of the ten best games of 1993. We've reviewed, tipped and generally told you all about each of them, so whether you're an old hand or completely new to Mega Drive gaming, there's plenty in there for you. That starts on page 16. The other major feature of the issue starts on page 66 and begins with an interview with US developers who are working on Sega's new Saturn console. Following from this is a four-page "chat" with the major software houses, to find out exactly what they have planned for 1994. Anyway, enjoy the mag, take it easy, have a good time and we'll see you next year with yet more appallingly unfunny space fillers.

© Andy Dyer

SHOP AROUND

We've told you about the *Aladdin* bundle, We've told you about the *Street Fighter 2* bundle, and now we're going to tell you about the CD bundle that's available. Sega are currently offering the Mega Drive 2, Mega CD 2 plus a copy of *Road Avenger* for £349.99 – that's £20 cheaper than when it first appeared. However, the really excellent news is that if you shop around a bit, you'll find all these bundles on special offer. For example, Woolworths have been offering the stand-alone Mega CD 2 with *Road Avenger* for only £200, that's £50 cheaper than normal. Now the Mega CD is looking like a much more viable option. Also, the *Street Fighter 2* bundle (Mega Drive 2 plus pads and *SF2*) is being sold for the unbelievable price of £99. So make sure you don't simply buy from the first shop you find. Take a bit of time to look around and you could end up saving yourself an absolute bloody fortune. No, really. You could!



The *Street Fighter 2* bundle is just one of the bargains available if you shop around

British people are a funny lot. They wait three hours between courses in a restaurant and when the waitress asks "Was everything OK?" they merely grin, reply "Yes thank you, lovely" and leave a tip. We've all done it. We've all been a bit niggled by something then taken the bull by the horns and said "Ooh I'm terribly sorry Bull, my mistake".

It's the same with games, and especially sequels. We keep buying game after game, sequel after sequel, and never once do we look at the situation and say "Well hold it right there, I've just paid £40 for what amounts to the same old crap". And so it was that we

**We ask EA
"Can they
justify charging
full price for
Madden '94?"**



**Mean Bean
Machine.
Breathing new
life into the
Sonic theme**



game releases • inside information • gimmicks • gossip

LS: WELCOME FOLLOW- R BLATANT CASH-INS?

here at MEGA, got hold of a copy of *ToeJam And Earl 2*, saw how wonderful and wonderfully different it was to the original and asked ourselves "Why aren't all sequels like this?"

Firstly, let's distinguish between sequels and follow-ups. Regardless of which is grammatically correct, let's just, for the sake of this feature, say that sequels are games which could potentially be entirely different gameplay-wise while retaining the same theme. For example, *Sonic 2* could quite easily have been a shoot-'em-up but still carry the Sonic name. Follow-ups on the other hand, we'll assume, are games which simply have to be pretty much the same,

If a game's successful, it makes sense to release a follow-up. Whether that sequel is an annual update or just another spin-off depends somewhat on the nature of the original game. Either way, do we really want more of the same?

but substantially improved to make them a worthwhile purchase. And it's the follow-ups we'll concentrate on first.

UPDATED AND IMPROVED

Granted, when *John Madden Football* first hit the Mega Drive it was amazing. Then a few things were added to each of the following versions until we got *Madden '94*, which featured a totally new game engine and the league option that we'd all been crying out for. But now the game has got as good as it can (as far as content goes) will there be any justification in doing any more? We spoke to EA's Nick Channon to find out their plans for *Madden*, *NHL Hockey* and so on. So what exactly is EA's policy on sequels?

"What happens is, every year, as you know, we bring out *Hockey* and *Madden* so as to incorporate updated statistics. Each game is aimed at the American market because they love the statistics. Secondly, with the EA Sports brand, we try to make the most up-to-date and the most relevant sports games on the market. Each sequel isn't aimed at the consumer who bought the game before. All the sequels are aimed at new Mega Drive owners. The only exception to that was *Madden '94*, which was also aimed at the consumers who bought the first *Madden* - simply because *Madden* is now out of date and *Madden '94* had a completely new game engine. We wouldn't expect people who have got *Madden '93* to buy *Madden '94*."

Fair enough, but can we realistically expect yet more updates to appear on this side of the pond?

"I think the updates will still happen, simply because it's our policy to keep the games updated. And it gives people without any of the games the opportunity to get the best there is with the most up-to-date technology."

CASHING IN ON SEQUELS

At this point, we leave EA and look at the

other side of our issue: the sequels. EA quite openly admitted that the games are mere updates, but also stressed that they're not really aimed at the people who bought the games first time around. What about the games that are entirely designed to appeal to the people who have already spent their cash once, things like *ToeJam And Earl 2* and *Sonic 2*? Quite often the sequels aren't any different to the original games? Why does this apparent complacency exist? We asked Sega's Andy Wright.

"I think that applies to both software and to films. I don't see it as a problem. Sometimes I think it can be a sort of cynical attempt to cash in on the first game's success. And obviously not all sequels are as good as the first game. However, having said that, very often good developers and authors will improve on the first game. *Xenon 2* was better than *Xenon 1*, *Speedball 2* was better than *Speedball*. *ToeJam And Earl 2* was totally different from the first game, and in that case I think sequels are justified. It's difficult to come up with a quote saying 'sequels are bad' or 'sequels are good'. Sequels are only as good as the game contained inside them. To a degree it's caveat emptor, let the buyer beware because they should really read reviews to find out what the games are like before they rush out and buy them blindly."

All well and good, but let's move this up a gear. Looking at the game now, does Sega really, in all honesty, think *Sonic 2* was a good sequel?

"*Sonic 2* was a very successful sequel for us and had several features which improved it over the original *Sonic* game. It was twice as big, it had a two-player mode, you could play as Tails and there was the 3D bonus round. Yeah, it was a good sequel."

Put in those terms, yes, it could be seen as a good thing, but what does Wright have to say about the criticism that the games have all been very similar? Is it not time we moved away from that style of *Sonic* game?

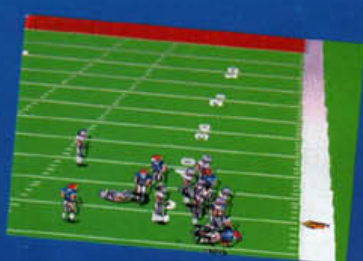
"I think Sega would be foolish to move away from the classic *Sonic* style, because that's what people want. You buy a *Sonic* game because you know it's going to be a game of that type. That's the way it goes with sequels. They're not radically different. Having said that, *ToeJam 2* was, but usually they follow a set formula and they follow that formula because it's successful."

Right, well, let's not flog a dead

Sonic. Despite the *Sonic* games continuing in the same style, we are now seeing spin-offs like *Sonic Spinball*, and *Mean Bean Machine*, completely different in gameplay terms and really rather good to boot. Why the change in direction?

"The *Sonic* games are not really sequels now, they're diversifications, because all sorts of things are happening with *Sonic* and *Dr Robotnik*. They're extremely popular characters and Sega would be foolish to limit themselves to doing just the *Sonic* games when they've got very very good characters."

In closing, it's doubtful whether we'll ever see the last of, as Andy Wright puts it "cynical attempts to cash in on the first games success", but equally, we're certainly seeing a good number of quality sequels appearing, and, at the end of the day, Wright's advice of let the buyer beware still stands. When all's said and done, much as we'd like the developers to carry the can, it's down to us to look at what's there, and say no to the "less creative" sequels out there. (M)



ToeJam And Earl 2. A perfect sequel in absolutely every way



Sonic Spinball. Another spin-off and another very good original game

Mega City

VOYAGE TO THE BOWELS OF THE BACK CATALOGUE

When games that make Bernard Manning seem deep and intellectual exist, we feel it only right to comment on them. And this is exactly what we are about to do.

FERRARI GRAND PRIX CHALLENGE



The programmers managed to disobey every rule governing good gameplay with this one.

In its favour, it was the first Mega Drive racing game to feature a split-screen simultaneous two-player mode. Against it are the following...

1. Scenery which not so much gradually expands towards you as appears, wobbles about a bit then disappears off the side of the screen.

2. Opponents which appear to be roughly a third of the size of your car even when they draw up alongside.

3. Opponents which possess the ability to zoom far away from you at the start of the race and complete the laps in around half the time it would take you even if you had a bloody great rocket booster strapped to your car.

4. When you crash, you just stop all of a sudden like, and this so-called crash is accompanied by a mild crunch as opposed to the terrifying rending of metal that would normally occur in an accident at these speeds.

5. And speaking of crap sound effects, the engine sounds would be more at home in a bee-hive simulator than a car race game.

6. Oh, and the track movement isn't very good so there's no feeling of speed at all.

7. And talking of no feeling of speed, there are sections of track without stripes on, so any previous feeling of movement is lost totally and it looks like your car has come to a standstill.

8. What's more, when you move right and left, your car doesn't glide across the screen but instead jumps in increments of about three feet.

9. Ah, and when you leave the pits, your car briefly reappears in the middle of the track then all of a sudden jumps over to the left side.

10. I could go on, but I can't be arsed.

MEGA MAN FOR THE MEGA DRIVE?

Following on from Capcom's enormous (no, really - it's huge) success with *Street Fighter 2: Special Champion Edition*, rumours are flying States-side that Capcom are set to bring another of their Nintendo games to the Mega Drive. Mega Man is the name of the geezer in question - he's the star of six NES games, five Game Boy games and one SNES game. But now he's considering moving up a league into the fast-lane world of the Mega Drive.



Mega Man - should make it to the Mega Drive soon

Capcom and Sega aren't confirming these rumours, but the word is that Mega Man's debut title will actually be three games in one - the first three of his NES games, enhanced, souped-up and generally improved for the Sega 16-bit machine. If this cart goes down well with the punters (that's you, that is), then the second batch of three games will receive the same treatment, and Mega Drive owners will get another Mega Man game.

So what are these Mega Man games like then? Well, fast-paced platform shoot-'em-ups as a rule. In all the games, Mega Man is fighting the latest batch of robots built by his inventor's arch enemy, the evil Dr. Wily. This gives Capcom's designers the chance to go to town with wacky and outlandish enemy robots, and gamers the chance to then blast them all into little bits. What laughs.

He's been a big success for Nintendo, so let's hope these rumours prove to be correct and he appears on your Mega Drive soon. We'll keep you posted.

CHESTER CHEETAH 2 ON ITS WAY...



Chester Cheetah.

Let's just hope it's second time lucky

Chester Cheetah (famed cool cat who wears Ray Bans) starred in his first Mega Drive game a couple of months back; *Too Cool To Fool*. "Nice character, shame about the game," was the conclusion - so the good news is that his second outing, *Chester Cheetah's Wild, Wild Quest*, has the chance to be the game the colourful character deserves. Due for release from Kaneko in January, check out your importer in the New Year.

VIRGIN GETS 16 RATING

Continuing the recent trend of giving video games film-style certificates, Virgin have voluntarily placed a 16 age rating on their new release *Robocop Vs Terminator*. Hopefully, this will continue throughout the industry and lay to rest the outlandish claims made by the less well-informed members of the national press about the harmful effects of video-game violence.



MINDSCAPE JOINS MEGA CD RACE

It has just been announced that Mindscape have picked up a licence to produce titles on the Mega CD and will be spearheading its range with a stunning-looking race game (which is also being developed on the 3DO at the same time) called, unsurprisingly, *Mega Race*. It'll use the special CinePak software, which allegedly allows the programmers to produce 128-colour FMV (Full Motion Video) on screen, and judging from that screenshot over there it's going to look pretty tasty. More on this interesting CD development next month.



Mega Race. Those CD visuals just keep getting better

SEGA CHARITY FIVE-GAME BUNDLE

It's being called the biggest fund-raising project in UK video-gaming history, and, well, it just might be true. Any minute now, Sega, in conjunction with various other software houses, are releasing a stunning five-game bundle priced at £49.99. For this relatively meagre sum, Mega Drive owners can get their hands on *Sonic 2*, *Bar's Nightmare* from Acclaim, *Indiana Jones* from U.S. Gold and two other well-known games which unfortunately still had yet to be finalised at the time of MEGA going to press.

The pack will be sold exclusively through Woolworths and Dixons, with most of the revenue going to charity, while a very small portion will be used for VAT and a slight retail margin. Various magazines will be carrying free ads for the product, while Polygram will be distributing the blighter. It is hoped that proceeds from the bundle amounting to £250,000 will be available for the nominated charities, these being The Prince's Trust and Childline. So if you fancy a pretty tasty bargain stack of games and you also get turned on by the thought of helping sick children and several other worthy charities, you know what to do. It's up to you; we don't want to influence your decision or anything, oh no, but it is the season of goodwill and all that.





Robotnik. Very unpopular indeed

SONIC NUMBER ONE (AGAIN)

Last month came the news from America recent study of six- to eleven-year-olds in the USA revealed that Sonic The Hedgehog is in joint first place as the "most popular character in the world", on an equal footing with Michael Jordan and Arnold Schwarzenegger.

Well, a new video game chart that rates popularity of characters, games and items also puts Sonic The Hedgehog at number one. Super Nintendo is second, Street Fighter 2 is third, Tails fourth and Sega Genesis fifth. Poor old Dr Robotnik comes in at 20th.

GODS

Some months ago we told you about a rather polished platform fantasy shooty-type game which was created in Britain, released abroad, but which Sega wouldn't release over here. The game was *Gods* and now Sega seem to have seen the light, because it'll be officially appearing on the shelves round about now. Keep an eye out for it, 'cos it's not half bad.



It's a lovely-looking game and all that, but why does the hero walk like he's got a carrot up his bottom?

TWIN PEEPS

Welcome to the second in what will probably be an eternal series of "hilarious" box-outs in which we try to convince you that a video-game character looks vaguely like someone famous. This month it's Chun Li of *Street Fighter 2* fame, and Bjork, solo pop artist who used to sing with the Sugar Cubes.



Chun Li yesterday



Bjork, the day before

Virgin's Greatest Hits

Virgin USA are releasing a CD of some of their very best game soundtracks, early in the new year. After the *Tetris* single of last Christmas, this releasing the "song of the game" idea was a trend that music lovers (and Paul Mellerick) everywhere hoped would die out. But standards have improved in a year, and so this could well be quite a treat.

Activator - no UK release

Sega's "alternative" controller, that makes the user look like he's swatting invisible flies will not, apparently, be released in the UK. But before you all groan, let's just take a look at the situation shall we? It's basically a joystick which, instead of responding instantly to the signals passed on from the player's fingertips in response to the brain's almost instantaneous messages, requires the player to look at the screen, the resulting brain signals go to the limbs as before, but this time, the



DINOBLAZE

Never heard of the Dinoblazers? No? That's not exactly surprising, because although the Dinoblazers are a team of roller-blading dinosaurs who have to fight their way through a futuristic New York, at this moment in time the Dinoblazers only exist in the design studios and programming labs of Virgin USA's development studios in California.

But next summer - it's pretty much guaranteed - you, along with every other Mega Drive or SNES player in the country, will be very familiar with the Dinoblazers and their particular brand of arcade action.

Yup, *Dinoblaze* is planned to be Virgin's major console release of next year, having been in development for almost a year already. Featuring the most sophisticated animation yet seen on a home consoles (yes, considerably more complex than either *Cool Spot* or *Aladdin*), it was an early demo of this game that sold Disney on the idea of letting Virgin's programmers produce the *Aladdin* licence (not *Jungle Book*, as was previously reported).

It's a brave move of Virgin to pin so many hopes on a game without the commercial help of a big film licence or celebrity tie-in, but if quality has anything to do with it, then this should make it BIG. Expect more news next year; this is a game destined for greatness.



Eternal Champions - compatible with the Activator

unfortunate gamer has to flail his limbs wildly around in the air losing valuable reaction time, no doubt also losing accuracy, getting no tactile feedback at all and looking bloody ridiculous into the bargain.

Maybe we're a bit old fashioned here at MEGA but surely the game is what counts and the joystick should merely be a very efficient interface between console and player. Well, that's what we think anyway. But if you're absolutely determined to get hold of one of these things, save up some cash, get it changed to dollars, buy a return flight to the States and pop over and buy one. Oh, and do let us know if you do this, because we'd love to laugh at you.

The Activator, which, it would seem, is not now to be released in the UK

THE Q'S IN THE NEWS

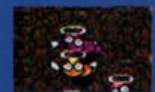
We've been doing this little quiz since MEGA began, and the other day we thought to ourselves, "Do the readers actually ever do this thing?". Then we thought "Ahhh who cares? It fills space". So for those interested, jot down the answers to these questions on a bit of paper then turn to page 114, tot up your score, and see whether you're a bit of a Sega expert, or a sad deluded fool.

1. Which bad guy's name makes up part of the title of *Mean Bean Machine*?
2. What sort of animal is Aero?
3. How many Lords A Leaping were there in the Twelve Days Of Christmas?
4. Spot the odd one out:
a) *Aladdin*
b) *Spider-Man Vs The Kingpin CD*
c) *The Incredible Crash Dummies*
d) *ToeJam And Earl 2*
5. What's the name of the hero in *Landstalker*?
6. What was *Mean Bean Machine* called when it was first released in Japan?
7. *Dragon's Revenge* is the sequel to which pinball game?
8. Name the three Lost Vikings?
9. How many *Rolling Thunder* games have appeared of the Mega Drive?
10. Why, at Christmas, do people stuff obscene amounts of food down their throats and get wazzed for 14 days in a row?
11. Which planet do those groovy chaps ToeJam and Earl come from?
12. What's the name of the bad guy in *Jungle Strike*?
13. What are the names of the first four games that will appear for Sega's VR Headset?
14. Which beat-'em-up will be compatible with The Activator?
15. Tell us, if you can, the name of the guy who turns into the Incredible Hulk whenever he gets a bit naffed off?

16. From which game is this tiny mammoth of screenshot taken?



17. From which game is this weeny little of screenshot taken?



18. From which game is this minuscule atom of screenshot taken?



19. From which game is this insubstantial whiff of screenshot taken?



20. From which game is this jiffy-esque, iota of screenshot taken?



Turn to page 114 for the answers...

MARCO'S MAGIC FOOTBALL

Domark will be kicking off (so to speak) their 1994 titles early next year with *Marko's Magic Football*. It's a sort of sideways-scrolling footy-'em-up, in which the hero, Marko, using his magic football, discovers and tries to foil the plans of an evil toy company owner called Colonel Brown.

Basically, he's been infesting the sewers with genetic slime, which causes all the bats, rats and so on to mutate in a most unpleasant manner. Marko obviously uses his ball to dispatch these loathsome creatures along with many of the townsfolk who mistakenly believe Marko to be up to no good.

That's about all we know at this stage, but according to the press release we received it's looking "very, very good", but we're not the sort of people to believe all we read here at MEGA, so we'll let you know much more about the game when we preview and review it over the next couple of issues.



I could try to describe these screenshots but they're pretty self explanatory. So instead...



... I shall tell you an interesting fact. Did you know that the fastest own goal ever scored...



... took place six seconds after kick off by Torquay United's Pat Kruse. What a nerd!

CD GAME GENIE

According to the American press, those clever people at Codemasters have managed to produce a Game Genie cheat cartridge which works with the Mega CD. It fits snugly between the Mega Drive expansion port and the connector on the Mega CD and intercepts the data as it flows between the two. We don't have any details as to when this clever device will be available for the punters to buy, but we'll bring you details as soon as is humanly possible.

However, on hearing the news, MEGA spoke to Datel, the people behind the Action Replay cartridges, and asked them if they had any plans for a CD cheat device themselves. While they've had one in development for some time, it has been put on the back burner for the moment because there simply aren't enough Mega CD owners currently to justify the production costs. Needless to say, as soon as the market picks up, they'll be in there before you can say "Blimey, where did all those bloody cheat cartridges come from?". More news as it comes punters.



Could it be that Codemasters have actually created a CD Game Genie?

Capcom take Data East to court

Shock news of the month is that Capcom have taken Data East to court in the USA. Capcom claim that Data East's coin-op *Fighter's History* rips off their very own *Street Fighter 2* to an illegal extent. Now, so far this debate is limited to the insular case of just two coin-ops, but the possible knock-on effects of the court's decision going in Capcom's favour could have all sorts of ramifications in the world of home consoles, as game manufacturers see the chance of clearing competitors from the shelves simply by claiming "copy cat". Capcom are concerned that the similar nature of the characters and their backgrounds may damage sales of *SF2*. MEGA will watch this case closely, and let you know the outcome.



Capcom, concerned by the similarity of Data East's *Fighter's History* to *SF2*, have started court action

REVELL

Anyone who went to the recent Future Entertainment Show will probably already know about this, but Revell, famed for their plastic model kits, have for some time now been developing a PC game based on model building, which shows you on screen how to make the kits, paint the models, use the glue without sticking your kid brother to the ceiling and so on. Tedious? Not really. Not only is it good for model builders, it also features extensive road-driving sections in which you can take your model car out for



First off you can build your own car from a selection of built-in model kits...

a bit of a burn as if it were a real car.

On top of that, you can get to meet all sorts of people, from garage attendants to highway cops, who give you a bit of a rollocking for speeding and so on. Good news is that it'll also be coming out on Mega CD next year, so if you're a bit of a model enthusiast, keep yer eyes peeled.

... then you can take your new beastie out on the open road, and no doubt get nabbed by the police for speeding

Socket is a duck with an electrical socket for a tail. Why? Don't ask us.

The only fact that is known (at the time of writing) is that he's due to star in his own Mega Drive game courtesy of Vic Tokai. This is due to be released early in the new year. We'll tell you more as soon as we can.



PRESIDENT CLINTON'S CAT

Apparently, President Clinton's Cat is called Socks. In the US of A, Socks has become a bit of a celebrity (along with the President's wife, jogging habits and McDonalds' addiction) so it should come as little surprise to hear that someone's bagged the licence to produce the game of the cat - putting the cat into the bag, as it were (it could only really happen in America couldn't it?).

Kaneko is the softie, and Socks Rocks The Hill is the game. You play the part of Socks, and it's your job to scamper all over the White House in an attempt to defuse a Rush Limb-Bomb (American in joke there) planted by an ex-KGB agent. Due for release in the new year.

Go skiing for half the usual price

It's getting on a bit now, but in an attempt to capitalise on the up 'n' coming Winter Olympics, and steal the thunder of US Gold's *Winter Olympics* Mega Drive game, Accolade are re-releasing their *Winter Challenge* cartridge at the ludicrously low price of £20.

Like many of these games, it provides you with a wide range of events, like the luge, slalom skiing, ski jump and so on, which you can individually practise before



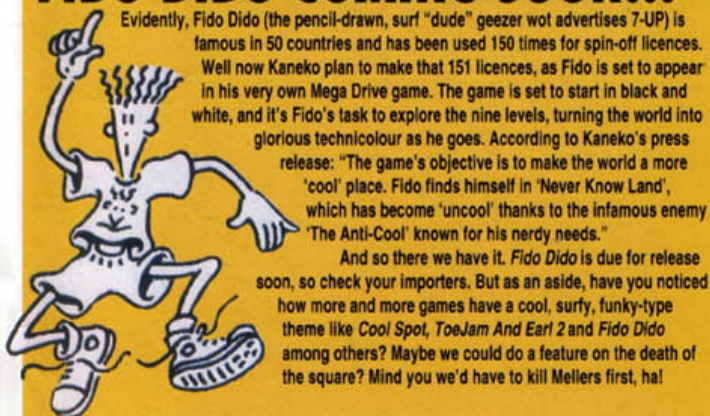
Jolly tobogganing weather. Errrrm...

taking on all the events in the tournament itself. If you like this sort of sports sim, it's definitely worth a look, but if you're unsure, wait until we've reviewed US Gold's *Winter Olympics*. We'd love to be able to tell you how good that game is now, but sadly a finished version isn't currently available for us mag-type people to take a look at.

This is the ski-along-for-a-bit-then-shoot-your-gun event (we think)



FIDO DIDO COMING SOON...



Evidently, Fido Dido (the pencil-drawn, surf "dude" geezer wot advertises 7-UP) is famous in 50 countries and has been used 150 times for spin-off licences. Well now Kaneko plan to make that 151 licences, as Fido is set to appear in his very own Mega Drive game. The game is set to start in black and white, and it's Fido's task to explore the nine levels, turning the world into glorious technicolour as he goes. According to Kaneko's press release: "The game's objective is to make the world a more 'cool' place. Fido finds himself in 'Never Know Land', which has become 'uncool' thanks to the infamous enemy 'The Anti-Cool' known for his nerdy needs."

And so there we have it. *Fido Dido* is due for release soon, so check your importers. But as an aside, have you noticed how more and more games have a cool, surfy, funky-type theme like *Cool Spot*, *ToeJam And Earl 2* and *Fido Dido* among others? Maybe we could do a feature on the death of the square? Mind you we'd have to kill Mellers first, ha!

BUBSY THE BOBCAT - CARTOON STAR

Accolade have done a very good job of promoting Bubsy The Bobcat as a character to rival Sonic and Mario, even if his game was only second-division material. So while Accolade USA's programmers are busily beaver-ing (Or should that be bobcat-ing? Arf! - Andy), no - beaver-ing - away on *Bubsy The Bobcat 2*, Bubsy is set to star in his own USA cartoon series. It hasn't been decided yet if the cartoon will ever reach the UK, but it's worthwhile for USA readers to stay "tooned" to their TVs if hot Bobcat action is what they feel their life needs.

The cartoon should feature some glorious animation, but, of course, there won't be any interaction or gameplay (actually it sounds a lot like the game). Ha, no, just kidding. But bear in mind that the recently screened Sonic cartoons are now being shown over here, so it's pretty safe to assume that it won't be long before Bubsy makes the trip over here too. Keep watching!

Bubsy The Bobcat. The follow-up Mega Drive game is in production. And for that matter, so is the new animated series



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Top 20

THE CHARTS

A whole new year is upon us, but it's the same tired old drivell from those mirth-school dropouts Jon and Andy. Sigh

OFFICIAL TOP 20

This month	Last Game month name	MEGA rating
1	(NE) Street Fighter 2	M 92%
(Now, Jon, I hope you're going to remember all that stuff we talked about earlier - Andy)		
2	(NE) Aladdin	M 94%
(Yes, yes - Jon) (Keep it simple. Don't try to be funny. If you can manage for once to be...)		
3	(01) Mortal Kombat	M 82%
(... sensible, there might be hope yet for the charts page. After all, it's both informative...)		
4	(NE) F1	M 90%
(... and comprehensive, without all that silly wibble you insist on every month - Andy)		
5	(02) Jungle Strike	M 93%
(Right ho - Jon) (If this works, we'll see about getting you that typewriter you asked for - Andy)		
6	(07) Sonic 2	M 94%
Near the top of the chart for over a year now, this ace game deserves every bit of its triumph		
7	(03) Micro Machines	M 92%
Another success story, it's a brilliant racing game that's absolutely fabulous with two players		
8	(09) Ultimate Soccer	M 93%
A great football sim that's going to be up against some pretty stiff competition next month		
9	(04) Jurassic Park	M 64%
(Now that wasn't so painful, was it? - Andy) (S'pose not. Can I have my typewriter now? - Jon)		
10	(RE) Road Rash 2	M 92%
(Just keep it up for the import charts and I'll see what I can do - Andy)		
11	(RE) World of Illusion	M 82%
12	(05) PGA Tour Golf 2	M 91%
13	(11) Ecco the Dolphin	M 93%
14	(RE) Mega-Lo-Mania	M 88%
15	(13) NHL Hockey '94	M 92%
16	(19) Lemmings	M 90%
17	(NE) Landstalker	M 93%
18	(14) Super Kick Off	M 79%
19	(RE) Another World	M 73%
20	(RE) Batman Returns	M 40%

JAPANESE TOP 10

1	▲ (04) Shining Force 2	M --%
2	▼ (01) Street Fighter 2	M 92%
3	■ (NE) Sonic CD	M 81%
4	■ (NE) Columns III	M --%
5	▲ (10) Puyo Puyo	M 90%
6	■ (06) Gunstar Heroes	M 64%
7	▼ (02) Silpheed CD	M 89%
8	▼ (03) Rocket Knight	M 81%
9	▼ (07) Ecco the Dolphin	M 93%
10	■ (NE) Illusion City CD	M --%

AMERICAN TOP 10

1	■ (NE) Mortal Kombat	M 82%
2	■ (NE) Street Fighter 2	M 92%
3	■ (NE) Bill Walsh Football	M 78%
4	▼ (01) Jurassic Park	M 64%
5	▼ (02) Shining Force	M 92%
6	■ (NE) Shinobi 3	M 79%
7	■ (NE) Spider-Man & X-Men	M 45%
8	■ (NE) Sorcerer's Kingdom	M --%
9	▼ (06) PGA Tour Golf 2	M 91%
10	■ (NE) General Chaos	M 65%

MEGA CD TOP 5

1	▲ (02) Night Trap	M 85%
2	■ (NE) Ecco CD	M 83%
3	■ (03) Final Fight	M 92%
4	▼ (01) Batman Returns	M 81%
5	■ (NE) Sewer Shark	M 56%



Official charts compiled by Gallup and sponsored by Penguin. Import charts compiled by Gamesville. Call 'em on 0293 541 953.

Charts updated weekly appear on Teletext (Digitiser, p 471) on Channel 4.

IMPORT TOP 20

This month	Last Game month name	MEGA rating
1	▲ (03) Zombies Ate My...	M 85%
It's actually called <i>Zombies Ate My Neighbours</i> , of course, but we couldn't fit that in		
2	■ (NE) John Madden '94	M 95%
Oh blimey, do I really need to tell you about this? It's not like it's original or anything		
3	■ (NE) Lethal Enforcers CD	M 89%
Yes, yes, <i>Lethal Enforcers</i> . Bang bang blimmin' bang bang. (Steady on there - Andy)		
4	■ (NE) Royal Rumble	M 82%
What would you do with a sick wasp? Take it to the waspital! Ah ha! Ah ha ha ha		
5	■ (05) Shinobi 3	M 79%
What's yellow and swings from cake to cake? Tarzipan! (Oh lord, he's cracked - Andy)		
6	▼ (01) Street Fighter 2	M 92%
How does a monkey make toast? (Ashley, Paul, Sue, get over here NOW! - Andy)		
7	▲ (13) Jungle Strike	M 93%
He puts it under a gorilla! Geddit? Gorilla? He he! Ha ha! Ha - Urk! (Got him - Paul)		
8	■ (NE) Dinosaurs for Hire	M --%
(OK, guys. Bundle him into the scary broom cupboard. That should teach him - Andy)		
9	▼ (06) NHL Hockey '94	M 92%
(Mmmh! Mmmh! - Jon) (And there'll be no typewriter for you, my lad; you'll have to...)		
10	▼ (07) Sonic CD	M 90%
(... make do with parchment and blood 'til you put aside this silly joke fixation - Andy)		
11	▲ (14) La Russa Baseball	M 58%
12	▼ (04) Jurassic Park	M 64%
13	▼ (08) Bill Walsh Football	M 78%
14	▼ (02) Davis Cup Tennis	M 91%
15	▼ (09) Spider-Man & X-Men	M 45%
16	▼ (15) Spider-Man CD	M 68%
17	▼ (16) B.O.B.	M 50%
18	▼ (10) Landstalker	M 92%
19	▼ (11) Cool Spot	M 93%
20	■ (NE) Keio Squadron	M 60%

FORTUNATELY

you WON'T HAVE TO FACE IT ALONE



Safety in numbers? Forget it. Even with the new 4-player adaptors and pals by your side, you're about to embark on the most lethal challenge of them all. Gauntlet IV has arrived on the Mega Drive. And the word is, it's only for Mega masters.

You become Thor, Thyra, Merlin or Questor in this all-time classic arcade adventure. Then, with your fellow adventurers, you step into a dark and deadly world to shatter the mystery enshrined in the ancient castle towers.

You'll need pump action reflexes to slay swarms of lethal creatures – plus a sky high I.Q. to crack over 90 intricate labyrinths and magic codes.

And, when you've inched your way through dripping dungeons to complete your quest, change mode, then turn the tables and slaughter your friends.

Gauntlet IV from Tengen. So much for safety in numbers.

94% – MEAN MACHINES

94% – MEGATECH

90% – MEGA

83% – SEGA PRO

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Competition

175 PRIZES

It's the bumper Christmas compo and, thanks to the generosity of all your favourite software houses, we are offering prizes to 175 lucky winners. Now that's what we call a compo!

Those fabulous prizes in full...

To celebrate what has been a very good year for the Mega Drive, we've got together with all the software biggies to bring you the competition to end all competitions. We've got a total of 175 prizes to give away (that's 175 winners), ranging from top fashion items like *Terminator 2* leather jackets, EA Sports woollens jackets and *Dracula* jackets to, er, well, inflatable axes actually.

There's something for everybody in this competition, and with so many prizes available, you (yes, even you) stand a really good chance of winning something. So you're all in with a chance, but what do you actually have to do to enter? Well, there are two ways we can go about this; we can either come up with some very tough questions, that will mean you'll have to spend three hours down the local library looking through reference books for the answers, or we can just give a couple of simple questions and then even more people stand the chance of winning. Mmmm...

Oh bugger it. It's the season of goodwill and all that, so let's go for the easy line. Right, all you have to do is answer the two questions below and then send your entries to the: **"Everyone Stands A Good Chance Of Winning Compo"**, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW. And here are the questions:

1. Close the magazine, look at the front cover and tell us what issue number you're reading. (Hint: It's somewhere between 15 and 17.)

2. Which game is rated the lowest in this month's issue. (Hint: Check out the Round-Up for the worst of this month's games.)

And as you can see, that's one hell of a lot of prizes. Just send in your answers and the first one out of the hat will get a *Terminator 2* leather jacket (yes please, missus!) and so will the next winner, and we'll carry on pulling names out of the hat until the 175th person wins subscription number five to the mag. As you can see, there's a really good chance of you getting something, so send in your answers today

RULES

1. All entries must reach us by 31 January, 1994.
2. No employees of Future Publishing or any of the companies contributing to this competition may enter.
3. Whoever gets suckered into pulling all the winners out of the hat will make all the final decisions.
4. No Andy, I'm not using the 12-inch joke.
(Aw, go on! - Andy)

**1 EA Sports woollen jacket,
5 Umbro EA Sports football shirts,
10 baseball caps**



2 Terminator leather jackets, 5 copies of the Terminator film, 5 copies of the Terminator 2: Judgement Day film, 15 CDs of Virgin's In-Game Music Album (autographed by Tommy Tallarico)



ZES TO BE WON!



**1 Discman,
4 Dracula
soundtrack CDs,
4 Dracula
baseball jackets**



**5 copies of the
Spider-Man And
The X-Men game,
20 Spider-Man/
X-Men comics**

Codemasters™

**10 Cosmic
Hypercolour
T-shirts**



**2 Akira
T-shirts,
50 assorted
Manga
posters**

MICRO PROSE

20 goodie bags



ACCOLADE™

**3 Gods
sweatshirts,
5 Gods
keyrings,
3 Gods inflatable axes**

MEGA

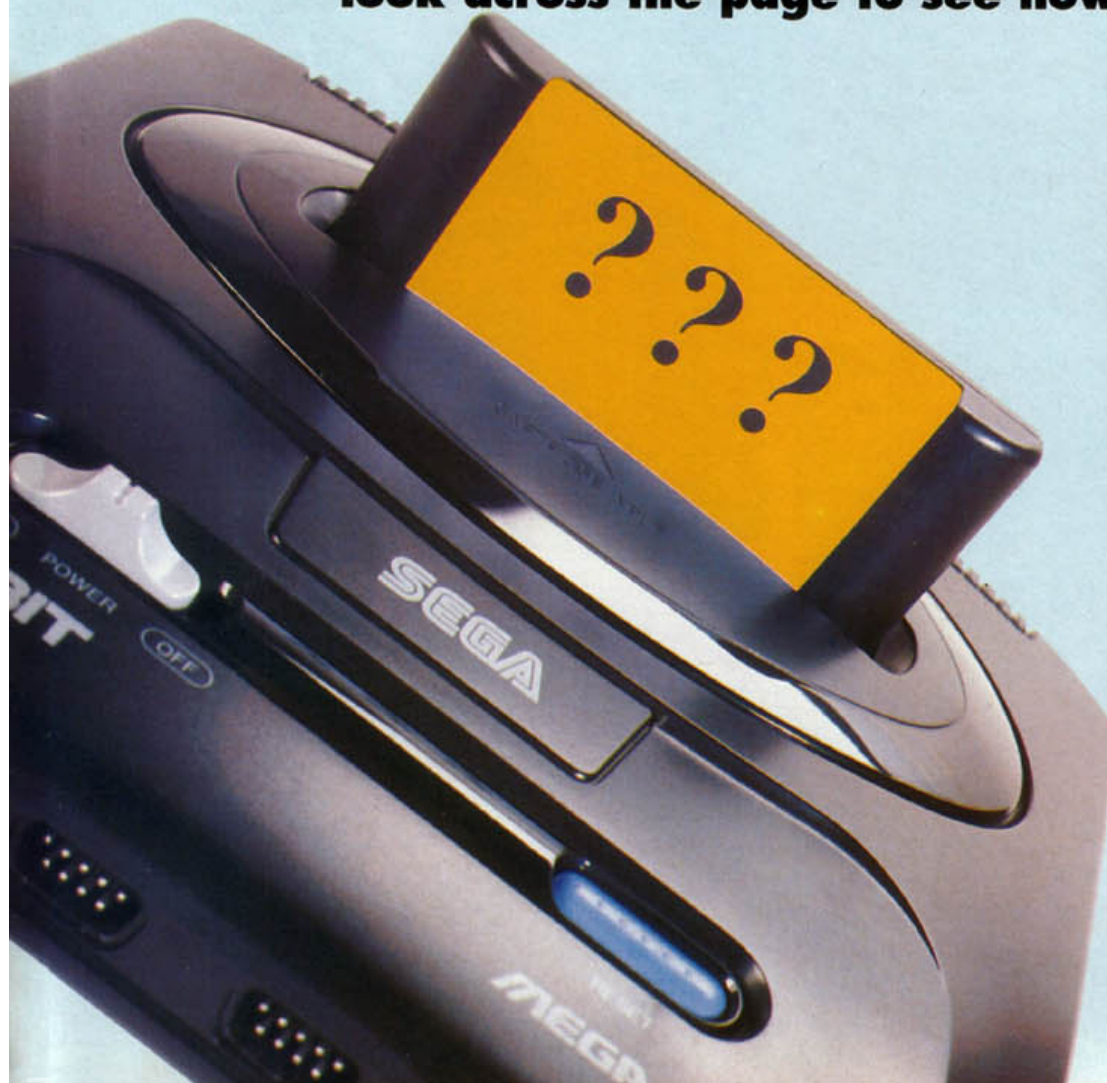


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Feature

WHAT ARE PLAYING

Whether you've just bought, or are planning to buy, a Mega Drive, our 22-page feature will tell you all you need to know about the ten most succulent games of 1993. Take a look across the page to see how it all works...



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E YOU AT?

GAME HISTORY

In this column we tell you, to a greater or lesser extent, some of the background to the game. For example, with *Aladdin* we'll tell you about the involvement of Disney's animators in the game's creation. Gripping stuff, huh?

TIPS

Whether it be strategic guidance, secret bonuses, codes or just plain cheats, this is the area that will enable you to get just that little bit more out of the game in question. What helpful people we are here at MEGA.

BUNDLE OR COMPO INFORMATION

Some of the games featured are being bundled with a Mega Drive this Christmas. So this is where we'll give you the details. Also, we have copies of certain games to give away, so look for competition details in a flash similar to this one. Freebie city!

Feature
So just how did they get the inspiration for the best Mega Drive platform game and why is the game so good? Read on to find out...

ALADDIN

TIPS • TIPS • TIPS

BUNDLE OF JOY!
Get *Aladdin* and a Mega Drive 2 with two pads for only £129.99

REVIEW
Do we really have to explain the review part of the page to you? Oh all right. Those people who don't already have the game can read all about how fab 'n' groovy it is here, while casting their eyes over a few of the delicious screenshots we took for you from the game.

THE RATING
This is pretty self-explanatory we'd have thought, but for those of you who have been decapitated or had your head run over by a steam roller, 94% is a good game, 10% is a crap one. Doh!

TOP 100 POSITION
We tell you here which position in our TOP 100 the game currently holds. We'll also explain the reasons why it's where it is and hopefully also clear up any minor inconsistencies that some of the more picky readers out there might be planning to point out to us.

ALTERNATIVES
This is a jolly useful little box really because it's the one in which we can, if you already own the main game, tell you about similar games that you might want to check out. Of course there won't always be a close alternative so if that's the case, we'll simply wibble on a bit or tell you a joke or something. Sorted!

18 MEGA January 1994

Feature

So just how did they get the inspiration for the best Mega Drive platform game and why is the game so good? Read on to find out...

ALA

GAME HISTORY

Well, the history for this game is pretty obvious. The Aladdin film was a HUGE success in America, in fact the film is the 11th biggest-grossing film of all time (that's without being released in the UK, although it's out now, so go and see it) and made \$215 million dollars. But work on the game actually started after the film was on show. The idea was to hit the UK and Europe as the film was being shown and near Christmas to launch the game in the US about the same time as the film appeared on home video. This didn't give the team a lot of time to work on the game, and things got pretty hectic. As Dave Perry (the programmer of the game) puts it, "It was non-stop for three months, and in the last month I worked 568 hours (about 19 hours a day), which I think has got to be some kind of record". But with previous experience in programming top platformers (*Cool Spot* was one of his earlier projects), Dave knew exactly what to take from the film and where to put it.

As a little footnote to all this, you might be interested to know that Dave has now set up his own company, called Shiny Entertainment, based in sunny California (it's all right for some isn't it?). Although he's dealing solely, for the time being anyway, with the Super Nintendo and Mega Drive, there are already a fair few offers of licences coming his way. Dave, however, is sensibly taking his time deciding what to do. But as soon as he does decide what to plump for first, you can bet that MEGA will be in on it too.

In the meantime, go to watch the film and buy the game. You can even buy the fluffy Genie doll as well.



As Abu (Aladdin's assistant) takes care of a bad guy, Aladdin takes a well-earned rest, by some Genie toilets? What is going on here?

Platform games are a genre that has plagued the Mega Drive ever since the machine first went on sale in Japan. And they just don't stop coming. Some of them are good (*Sonic 2*, *Cool Spot*, etc) but most of them are mediocre. So you might be forgiven for thinking that *Aladdin* is just another pretty-looking Disney tie-in platform game that we've all seen before. Well think again buster!

If there's one platform game you have to play this year, this is it. Imagine all the striking animation from the film (and those lovely backdrops as well) somehow turned into a Mega Drive game. Then make all the 12 levels tie in with the film, give the character loads to do, add a couple of

Aladdin is a bit useful when it comes down to getting rid of baddies



Get ready for some close sword fighting with this fat man



Just see if you can spot how many little bits of the film have been used in the game

bonus games, loads of enemies for Aladdin to fight, come up with some ingenious and challenging variations on the platform game, and then make it so that you can't walk through it on your first go and you've got the best Mega Drive platform game ever made.

It's fast, fun, furiously paced, gets the blood flowing in just the right way (no death moves here) and is just so enjoyable to play it's unbelievable. The attention to detail (watch those apples split into two pieces when you throw them at someone with a sword) also deserves a mention. There are a couple of games that everyone in the office wants to play, and *Aladdin* is even more popular than *SF2*. What more of a recommendation do you want?



PUBLISHER: Sega/Virgin

PRICE: £49.99

RELEASE: November '93

CARTRIDGE: 16 Mbit

CONTACT: Sega 071 373 3000

GRAPHICS 10



SOUND 9



GAMEPLAY 9



GAME SIZE 8



ADDITION 9



"This is a perfect example of what a platform game should be. Lock yourself away until you finish it"

94

PERCENT

DDDDIN

BUNDLE OF JOY!
Get Aladdin and a
Mega Drive 2 with
two pads for
only £129.99

• TIPS • TIPS • TIPS • TIPS •



Well this Genie and heart should come in very useful

CAVE OF WONDERS

When you get to the end of the cave of wonders and you jump on to the flying carpet, ride it for about five seconds, until it takes you up in the air, and then jump off to the right. You should float along to a cliff face. Walk down the face to the bottom and you should see a platform moving in and out. Walk into the cliff face and you'll enter a secret room, in which there's a heart, a Genie face and an extra life. Collect the stuff and then jump out the other side. Climb up the rope and then pick up the lamp to finish the level the easy way.

HOW TO BEAT THAT EVIL JAFAR-TYPE BLOKE

If you've got this far in the game (ie the end), then you probably think that you know everything about the game. But how exactly do you kill that Jafar bloke? Well, there are actually two Jafars to fight; the first one is the normal one, who, using his magical powers, tries to draw you in. Hit him with enough apples and he will turn into a fire-breathing snake (boy would David Attenborough like to see that), who heats up everything you stand on. You need to be very quick to cause damage to the snake, so jump from one platform to another and throw some apples. If you don't manage to do it, you might like to know about this little cheat.

If you die and find yourself with not that many lives left, help is at hand. When you start the level, after you've died once, run to the right and you'll be able to jump behind a pillar. Keep jumping up the pillar until you reach the top and an extra life will be yours. You



Have you ever seen a more evil-looking bloke than this guy? Those Disney guys really know their stuff

can keep coming back to the same place time and time again and the extra life will still be there waiting for you. So it's a sort of infinite-lives cheat I suppose. This will give you enough time to sort out a strategy of how to finish Jafar off, and then you can enjoy the end sequence, in which Jasmine and Aladdin... well, that would be telling.



And here's that lovely, helpful pillar

MICKEY MOUSE EARS

This is a fantastic and very sneaky tip indeed. You need to stand in the position shown in the screenshot: leave Aladdin alone for a second and then watch in amazement as the 1-Up appears on the washing line. Maybe there are some more like this in the game?



You're not big and you're not clever, so take those ears off NOW!

NUMBER 2

Although platform games are often criticised for being very run-of-the-mill and unimaginative, *Aladdin* is the exception to the rule. *Sonic 2* held on to our number two spot for a long time but it's now beginning to show its age. *Aladdin* is fresh, fun, amazing to look at and very playable, but there's also a challenge, which most platform games, including the *Sonic* series, don't have. Yes you will finish the game eventually, but it'll take some

time to do. And even then, did you finish those tricky Abu bonus sections or find every little secret bit hidden in the game? It's also one of those rare breed of games, that because it's just so smooth and enjoyable, you'll keep coming back for more. If there's one platform game you have to buy, this is it. Oh, and you must see the film as well because that's just as fab. And after that you can even get hold of the soundtrack and listen to the songs time and time again.

ALTERNATIVELY...

Although this is the smoothest and best platformer around, there are a couple of other excellent ones on offer as well. *Aladdin* was programmed by Dave Perry and one of his previous games was *Cool Spot*. The game is similar in both graphical quality and gameplay, so if you want more of the same, check that out. If you want to wait though, Dave's next game will be *The Jungle Book* from Virgin. Yes, it's another Disney licence and it's another platform game, but we've been promised some more ingenious little platform devices. The game is due out in early '94, so expect a review soon. If you still haven't had your fill of Mega Drive platform games, then you really are spoilt for choice: you've also got the two ground-breaking *Sonic* games, with a third one due out sometime early in 1994. Another top platformer is *Rainbow Islands*. However, it is unfortunately very hard to get hold of because it's in Japanese. All the same, it is indeed a top coin-op conversion.



We'll have more news on the very sexy *Jungle Book* soon



That this is the best beat-'em-up of all time there is no doubt, but what are the exact elements which make it such a must buy?

STREET SPECIAL

There are very few games which have a history as long as that of *Street Fighter 2*. And thanks to a serious amount of people getting very fired up about a certain coin-op several years ago, you can now play this cracking little beat-'em-up on your Mega Drive.

It all started five years ago when Capcom introduced an arcade game called *Street Fighter*. A simple one- or two-player beat-'em-up (starring Ryu and Ken), you had to work your way around the world beating everyone up on the way, to become the World Warrior. The machines were also quite odd, because some of them had pads instead of buttons, and the harder you pressed the pad the more damage you caused an opponent. It was good, but there was still room for improvement, so Capcom decided to make the sequel... *Street Fighter 2*.

By increasing the number of fights and letting you control any of the eight characters in the game, each with their own special moves, and making the game immensely playable, Capcom hit the jackpot. The game was an instant hit and kids everywhere wanted to play it. Then, altered, or "pirate", versions with bizarre moves started appearing in arcades and the game became even more successful (cult followings always have that effect). Capcom then decided to officially launch *Street Fighter 2: Champion Edition*, which had more features and would even let you control one of the four bosses in the game (a big request). Once again the game was altered (into something called the Black Belt edition) and so this was then turned into the official Hyper Fighting or Turbo mode.

And just when you thought there was no more street fighting to be done, it's starting all over again with *Super Street Fighter 2*. And this version, as rumour has it anyway, is being programmed right now.



Using his inhuman ability to create an electrical field around himself, Blanka has really caught poor old Chun Li here. How will she get out of it?

What can you say about a game that has been talked about for over a year? When rumours that the game would be appearing on the Mega Drive started to surface everyone who owned a Mega Drive wanted to know more. And after waiting and waiting and then waiting a bit more, the game is now on the streets and it's everything you ever hoped it would be... and more.

For those not in the know, *Street Fighter 2: SCE* is essentially a tournament beat-'em-up in which you take control of one of twelve characters. Beat all these characters and you will be crowned the World Warrior. Now while that doesn't sound too exciting, it's the whole game structure, graphics, playability and individuality of the characters that make *SF2: SCE* one of the best games ever. Using the six-button pad, each fighter has three different strengths of punch and kick, but they also have their very own extra-special moves. You can control these moves by using various combinations of button bashing and direction moving. Once you've got those sussed you can then put together some



Check out your win-loss record and if you're not doing well with one character, choose another

combinations and really do some serious damage to your opponent.

The game is a massive 24 Mbit affair, and



Ryu catches Zangief with a Dragon Punch and the big Russian is sent reeling

beefs up the characters even more, so you can really get to grips with those bosses. There's nothing else to really say about this game except that you must go out and buy it NOW.



PUBLISHER: Sega/Capcom

PRICE: £59.99

RELEASE: October '93

CARTRIDGE: 24 Mbit

CONTACT: Sega 071 373 3000

GRAPHICS 10**SOUND** 8**GAMEPLAY** **9****GAME SIZE** 9**ADDICTION** **10**

"A candidate for the best game ever, and without a doubt the best beat-'em-up of all time"

92
PERCENT

FIGHTER 2: CHAMPION EDITION

• TIPS • TIPS • TIPS • TIPS •

CHAMPION EDITION: SPEED-SELECT TIP

Turn the game on, watch the demo and wait for the building behind the logo to fade. Press Down, Z, Up, X, A, Y, B and C on pad one. Now start the game and press Right on the pad to highlight the speed settings.



Get the cheat to work and five speed settings are yours



Get the first part of the combo right, as here, and you're on your way

COMBINATIONS: RYU THREE-HIT DIZZY

Ryu is one of the most popular characters and so this combination should go down well. It will make your opponent dizzy so you can inflict even more damage. Jump in and fierce punch to the head. As you land you will need to quickly tap the medium kick button. When in the motion

of kicking, execute the Dragon Punch movement and then quickly tap any punch button to send the fighter on their way. Now, while they're dizzy, you can choose between another Dragon Punch or a nice Shoulder Throw.

BUNDLE OF JOY!
For £149.99 you get a Mega Drive 1, two pads and a copy of SF2



And that's it! After connecting with the combo you've finished Ken off with a well-timed Dragon Punch. And you've still got 81 seconds left on the clock

COMBINATIONS: E. HONDA

If you want to get anywhere in this game, then you're going to have to learn how best to use your characters. Each character has some top fighting combinations up their sleeve and we're not just talking about special moves. A top fighting combo for our Japanese friend E Honda is his Body Splash combo.



You'll need to practise this a few times but once you've got the hang of it you'll find winning a lot easier.

Jump in from the start with a medium kick to perform a Sumo Splash, instantly push towards and hit medium kick again. Now another kick should send your opponent reeling.

NUMBER 3

There are lots of people out there who would be quite shocked to find that *Street Fighter 2: Special Champion Edition* is not number one in the Top 100. But we don't subscribe to Hype Weekly, and to be number one the game has to be a bit on the special side. And apart from the obvious reason - there being two better games - we think the game falls down slightly in the one-player mode. Although this game is neck and neck with the likes of *John Madden* and *NHL Hockey* when it comes to two-player games, *Street Fighter*

2 loses something when you're playing against the console and trying to actually finish the game. It's too rigid, because the game plays in almost exactly the same pattern, and the game doesn't make any mistakes which you could exploit.

When you play against a human, sometimes the Dragon Punch won't connect or you'll jump over the other fighter instead of in front of him. Yeah there's plenty of challenge with the eight difficulty levels but the advantage of a two-player game against a human opponent is that you'll never play the same game twice. Another little disappointment with the game is the sound; the grunts and groans are fine, but the other added bits are a bit on the tinny side and don't round off the game very well at all.

SECRET ENDINGS

Did you know that by finishing the hardest setting without losing a single round throughout the whole game, without cheating mind, you will get to see a special top-secret ending?

ALTERNATIVELY...

Now this is the tricky bit. What's an alternative to *Street Fighter 2*? Well, if you're looking for another similar game, then at the moment the only rival worth mentioning is *Mortal Kombat*. It uses some very gruesome moves, digitised characters and, once again, some special moves, so you'll get the same sort of fighting action, only without the quality. If, however, you'd like some more of the same, hold on to your money for another year or so and get ready for *Super Street Fighter 2*. With four more characters to choose from and updated graphics, this new arcade game is going down a storm. There's no news of a definite conversion to the Mega Drive (or even Mega CD) but then they said the same thing about *Special Champion Edition* this time last year.



The undoubtedly good, but not good enough, *Mortal Kombat*

Feature

There are more footy sims coming out at the moment than you could wave a stick at. This, however, is one of the very best

FIFA

GAME HISTORY

You know, like, on a Sunday right, when you're watching TV and you're flipping the channels and all you can find are religious programmes and bugged all else? This sometimes goes on for hours, then suddenly, joy of joys, you stumble upon something thankfully lacking the "talents" of Thora Hurd or Harry Secombe. Inevitably, though, joy turns to dismay when you realise you've just tuned into Heartbeat with Nick "never really been anyone but Wicksy" Berry.

Curious though this analogy seems, it's remarkably close to the situation that occurred on the Mega Drive soccer-sim scene. Initially we had nothing. Nothing but baseball game after baseball game, and American footy game after American footy game. Then came *World Cup Italia '90*. Cack! Following on from this came a small number of equally cacky footy games. But then, *Super Kick Off*, which had long been regarded as one of the best games ever, appeared on the Mega Drive, but it wasn't really much better than decidedly average.

However, with the approach of the '94 USA World Cup, everybody decided to get in on the football act and one company in particular, a company whose expertise in the sport simulation field was unsurpassed, joined in.

At last EA had decided to do a soccer sim, and the anticipation was crippling. Also, it had to go up against *Sensible Soccer*, the best soccer game of all time on the home computer formats (and the game which originally stole the *Kick Off* crown). Thankfully, though, the EA lads done us proud. Read the review.



Define your own strategy. A feature not found in many footy sims

We've already told you about the chequered history of Mega Drive footy games, and *FIFA* is quite a complex little game, so let's crack straight on with telling you what it's all about. Firstly, it isn't based on the World Cup or anything like that (after all, England are included) but there are 40 different international teams to choose from and play against. It's kinda different to many footy sims because it's disregarded the top-down view that accurate simulations favour, and instead the game uses a much more realistic (visually at least) isometric view. This allows for a good deal of detail on the players themselves. Whenever the players move or do a scissors kick, a header, a foul or whatever, it all looks very slick indeed.

However, although this graphical angle means the game is slower and less smooth than, say, *Sensible Soccer*, EA have still managed to cram in more than enough features for anyone's tastes and they've even

managed to include some useful things that no-one's ever done before. For example, normally you can only really adjust the formation of a team in other footy games. With *FIFA*, you can set the formation, then individually tailor the coverage of all the Defence, Midfield and Attacking players. Brill!

Also, whenever you take a corner, a free kick, a goal kick, or a throw in, there's no power meter or anything to fart around with; you simply place a crosshair over the required spot and bob's yer uncle, job done. Finally, the sound effects. The crowd chants are impressive enough, but even better, they change according to the play. The crowd will chant, then, as you kick for goal, a cheer goes up, then if you happen to fail, the cheer turns to a moan. It really is rather marvellous.

So all in all, *FIFA* is a real winner. While it lacks the technical slickness of *Sensible Soccer*, it absolutely oozes atmosphere, making it a footy experienced not to be missed.



There he is yet again - EA's very own presenter, Ron Barr. Bit of a greasy little git isn't he?



Judging from the fact that several of the blue team are actually airborne at this moment in time, it's probably safe to say they just scored a goal



PUBLISHER: Electronic Arts

PRICE: £49.99

RELEASE: December '93

CARTRIDGE: 16 Mbit

CONTACT: EA 0753 549442

GRAPHICS 9



SOUND 9



GAMEPLAY 9



GAME SIZE 9



ADDICTION 9



"Very slightly shaky in one-player mode, but the two-player game is right up there with *Sensible Soccer* and *Madden's*, if not better. Superb"

94

PERCENT

INTERNATIONAL SOCCER

• TIPS • TIPS • TIPS •

BUNDLE OF JOY!

£140 for a Mega Drive, two pads and a copy of FIFA? Can't be bad!

WIN!

To win one of two copies of this excellent game, write the answer to the following question on a postcard and send it to: "FIFA International Soccer? Bloody fab more like" Compo, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW.

How many people would you find on a football pitch at any one time?

GREAT GOALS GUARANTEED

Well, not exactly. The best tip we can give you is to go out, buy the game then practise a lot.

However, there are a couple of methods by which you'll come closer to scoring a goal than if you simply run around

hoping for the best. Take a look at the screenshots then annoy your friends when you slaughter them every time.



It may be obvious, but what you really want to do is get into the position shown above. Cross the ball, then fire it from the corner of the box



1 When the keeper kicks the ball out, stand in front and block it



2 The keeper gets the ball again and now you need to stand in front of him to block the shot again. But...



3 ... this time he'll get the ball past you. Waste of time? No, because...



4 ... instead of passing the ball out to his own player, the dimwit keeper kicks it straight to one of your midfielders. Then you just cross it



5 And finally, shoot for goal. The keeper will be off his line and that's that



NUMBER 5

Well, there you have it, it's at number five alongside *Sensible Soccer*. And before anyone says "What a cop out, tell us which one is best" we'd just like to explain that these are two very different games. *FIFA* has bags of atmosphere and is great to play with your mates after a few tins of beer, whereas *Sensible Soccer*, playability-wise, is the more accomplished and skillful game. MEGA likes them both equally for very different reasons and if you don't trust us, go and try them both out

and you'll see what we mean. Another thing worth mentioning is that although it's at number five, a way below *Madden*, you may actually prefer this game. Technically, *Madden '94* is better, but us Brits are so footy mad, you probably won't beat the pure buzz you get from this.

ALTERNATIVELY...

Well, good though it is, there are lots of footy freaks out there who simply won't be satisfied with just one game. So the only real alternative at the moment is *Sensible Soccer*. While not creating the same level of atmosphere as EA's roister-doister of a game, it more than makes up for it in sheer speed, slickness and downright footballing playability. In fact, to many people (especially those with an Amiga, the machine on which the game first appeared) it's entirely unbeatable. We disagree, though, and like both of the games equally. It's a lot of cash but why not buy both?



Don't be put off by the frankly laughable graphics. This is ace

SONIC SP

GAME HISTORY

Well, duh. So you don't know about Sonic the Hedgehog? OK, I'll take it from the top. The blue spiky creature with the speedy trainers came to UK Mega Drives in July 1991, and has been stunning anyone who walked past Dixons ever since, with his super-fast playability, colourful parallax graphics and attractive simplicity. It has been the cartridge singly most responsible for shifting those black slinky consoles into our hearts and homes.

In November 1992, however, Sega managed to upstage even the revolutionary fervour inspired by the original game with the simultaneous international release of *Sonic 2* on what was punningly entitled "Sonic Two's-Day". With larger levels and a great head-to-head two-player mode, it once more blazed a new standard for subsequent Mega Drive games to aspire to.

In the lull before the storm that will be *Sonic 3* (expected early next year), Sega simultaneously released one new Sonic game on each of the four formats – Mega CD, Mega Drive, Master System and Game Gear – in time for Christmas. The Mega CD got the rather spiffing *Sonic CD* and the two 8-bit machines got the equally fine *Sonic Chaos*. The basic Sonic platform gameplay remained intact in all three titles, so it came as quite a surprise to find the hedgehog appearing in a pinball game on the Mega Drive.

Further Sonic-related antics are forthcoming, with the incomparably addictive *Dr Robotnik's Mean Bean Machine*, reviewed in this issue, available in January. Who's to say where this Sonic spin-offery will end? We're already hearing rumours of a game starring Sonic's Missus from *Sonic CD*; how long can Sega keep this up?

SEGA™

No one expected anything half as good as this from Sonic's first spin-off title, but we were mercifully spared everything Nintendo had prepared us for with their repeated abuse of their flagship characters in sub-standard carts like *Mario Paint*, *Dr Mario*, *Mario and Wario*, *Mario Is Missing*. Instead we got a marvellously inventive twist on the pinball game, with fab graphics and plenty of variety to boot.

The basic concept is frighteningly simple. It's a pinball game, right (hence the "pinball" bit of the title), it's got Sonic in it (hence the "Sonic" moniker), and he spends much of the time rolled up in a spiky spinning ball (ah, so that covers the "spin" bit of "spinball", then). But what could have been a tediously unoriginal pinball game that sold itself purely on the strength of its Sonic connection has been carefully worked into something that retains everything we like about pinball (flippers, targets, bonuses and stuff) and



Another one of evil Dr Robotnik's fiendish creations takes a dive



Sonic clutches victory from the jaws of a big scary metal monster

combines it all with everything we like about *Sonic* (ease of control, simplicity, good graphics and suchlike).

Sonic Spinball also scores top marks for its wonderfully-designed levels. Unlike any mechanical pinball set-ups you may have dabbled with down the pub or arcade, the tables are huge and multi-layered, with plenty of puzzles to be solved to open up new sections. And Sonic doesn't remain in ball form the whole time; you have to run him around a bit just like in the original platform games, and there are loads of new features, like level one's minecart switchback ride or the steam jets on level two.

Combine all these assets with some ace music and sound effects, not to mention a take-it-in-turns multi-player option, and you've got a brilliantly playable and hugely enjoyable cart on your hands. Unfortunately, it won't last forever. The tables are big, and there are plenty of bonus bits, but with only four levels it doesn't have that many secrets in store for you.



The lava-covered level three shows us the steamier side of the hedgehog we've come to regard as so much more than just another cute mammal



PUBLISHER: Sega

PRICE: £49.99

RELEASE: November '93

CARTRIDGE: 8 Mbit

CONTACT: Sega 071 373 3000

GRAPHICS 9

● ● ● ● ● ● ● ● ● ●

SOUND 8

● ● ● ● ● ● ● ● ● ●

GAMEPLAY 8

● ● ● ● ● ● ● ● ● ●

GAME SIZE 7

● ● ● ● ● ● ● ● ● ●

ADDICTION 8

● ● ● ● ● ● ● ● ● ●

"It's got Sonic, it's got pinball, so it's *Sonic Spinball*. And it's really quite good"

**83
PERCENT**

INBALL

First there was *Sonic The Hedgehog*. Then came the two-player *Sonic 2*. *Sonic CD* ensued, and now we've got *Sonic Spinball*. This isn't the best of the four Sonic titles, but it definitely warrants being somewhere on your Christmas list

• TIPS • TIPS • TIPS • TIPS •

PINBALL TACTICS

The great strength of *Sonic Spinball* is its combination of "proper" mechanical pinball skills and the video-game techniques with which many of us are probably more familiar. If you're going to get anywhere with it, then, you'll have to pick up on a couple of the more fundamental techniques that can separate the novices from the novices who know a little bit more. Learning how to transfer Sonic from one flipper to another, for example, is an invaluable skill, but even more useful is the "trap". If you hold the flippers in the up position, you should be able to catch Sonic and give yourself time to plan your next shot.



"Trapping" Sonic can give you time to, oh, maybe have a cup of tea



You've got to hang off the railway signal to open up the track, y'see

THE MINESHAFT

There are three Chaos Emeralds hidden on the first table, and you need to travel on the minecart ride twice to grab the first two before you are allowed to get the third. It appears that you also have to grab hold of the two signal switches, one on either side of the board, to prevent your cart from crashing. You can, however, get away with only switching one side of the track by flipping your cart around the corkscrew loop half-way down the shaft. If you hold the flippers up as you approach, then release them once you've gone around, you'll make it through to the side that seemed blocked, and save yourself a lot of time in the process.



Riding the minecart switchback, Sonic lets out a whoop of... er, what sort of a noise does a hedgehog actually make? Kind of a squeak, I guess. OK, so he lets out a squeak of excitement. Hmmm

ALTERNATIVELY...

Those of you who have been dwelling in the undercaves of Jupiter for the past five years (and I know you're out there, guys) may not be aware that Sonic the Hedgehog, the star of *Sonic Spinball*, has appeared in two previous platform games. *Sonic the Hedgehog*, the defining Mega Drive cartridge, may not quite be able to cut it in the company of huge platform games like *James Pond 3* and *Tiny Toon Adventures*, but you should be able to pick it up at a budget price for a fantastic introduction to Mega Drive gaming. *Sonic 2* is without doubt the slickest and most playable game there has ever been on any computer system. You'd be very, very foolish not to get hold of a copy if you don't already have one.

If you're after another top pinball game, however, you won't go far wrong with *Dragon's Fury*, a good-looking and inventive excursion into the world of the ball-bearing from Tengen. If you fancy your hand at designing your own tables, you'd have to go for EA's *Virtual Pinball*, although true aficionados might find its lack of features a little limiting.



Dragon's Fury: very enjoyable. Er, if you like computer pinball, of course



NUMBER 37

Nothing to be ashamed of here; we're talking about the top 100 games of all time, and only the very best make it into the chart at all. While it's very playable and pretty, however, the game could be faulted for its rather limited lifespan. The tables are big and luscious, of course, but there are only four of them to explore, and once you've sorted out what's going on in the early ones, having to trog through to the bit you haven't worked out becomes a bit of a chore.

Nonetheless, it's an extremely novel and enjoyable pinball-based romp, and earns its place above even great games like *Asterix* and *Zombies Ate My Neighbours* due to its polish, originality and honest-to-God playability. OK, so it's no *Sonic 3*, but it'll keep all us Sonic/pinball fans more than happy 'til his next landmark game emerges from the dark cave of development.

Feature

The animation is revolutionary, but what of the rest of the game? Well, it's superb all round

FLASH

GAME HISTORY

A couple of years ago, a game called *Out of this World* took the home computer market by storm, with graphics and animation of a quality never before imagined. Everything was done with polygons, and people were amazed by the speed and realism of the action. Developed by a company called Delphine Software, it was a huge hit, and featured an especially distinctive "filmic" storyline, with a very strong science-fiction plot held together by bits of knock-your-socks-off full-screen polygonal animation. It got converted to the Mega Drive a year later, under the title *Another World*, and can be picked up these days for a very reasonable £19.99.

We all expected something pretty special from Delphine's next release, but had no idea that it'd be as totally fabulous as *Flashback*, which came out almost simultaneously on Amiga, PC and Mega Drive, and has just recently seen a SNES incarnation. Its debt to *Another World* is clear, with a similarly intriguing science-fiction story, loads of full-screen polygonal action, and a total commitment to graphical excellence.

Rather than the in-game polygonal animation of *Another World*, though, which looked a bit home-computery on something like the Mega Drive, Delphine's designers had learned lessons from the multi-format success of Jordan Mechner's *Prince of Persia* and its fabulously-detailed animation. The central character of *Flashback*, like Conrad Hart in *Flashback*, was developed through rotoscoping – the act of "scanning in" the animations from the movements of a "real" actor.

Rumours of *Flashback 2* are, at the moment, nothing more than that, but following on from the original's success, it would be surprising if we didn't see it in the next year or so.

Delphine Software
INTERNATIONAL
US GOLD

It's very easy these days to look at a game that involves moving a character around a set of platforms, sit back and go "oh look, it's another platform game.

Seen it all before.

Next! Do that with *Flashback*, however, and you'll be depriving yourself of one of the most impressive and enjoyable gaming experiences ever to grace a home-computer system.

It's not just the fabulous animation, marvellous landscapes and brilliant full-screen interludes that make this such a joy; while the graphics are, it must be said, completely stunning, there's a lot more to the game than just looks.

There's the superb mix of action, exploration and puzzle-solving in the level designs, for example. All the rolling around and shooting baddies is perfectly tempered by some strategic and intellectual challenges. It never becomes slow, but never degenerates into a simple blast either.

There's a great plot, that owes quite a lot to *Total Recall*, as you wake up on the surface of an alien planet, with only a gun for company, and no memory of your mission or identity. There's a fabulously-implemented soundtrack, that adds to the game's filmic

nature by coming in at moments of key action to add atmosphere – a more than welcome alternative to the usual amusing but ultimately irritating and forgettable numbers.

All that would be enough in itself to make even a casual observer sit up and take notice, but *Flashback* really sets itself apart with its sheer playability. Once you've actually settled down and played the game, marvelled at the responsive controls and engrossed yourself in its frighteningly well-designed

levels, you'll be unable to do anything else until your friends forcibly tear you away from the console to try it for themselves. It's a truly wonderful game that will appeal to absolutely everybody, regardless of experience or ability.



A still from one of the fab animated action sequences



You can't just wander about the Death Tower without a gun, Conrad



Conrad Hart comes out shooting and blasts those little robotic creatures into a million small pieces, looking very flash and "with it" in the process



PUBLISHER: U.S. Gold

PRICE: £39.99

RELEASE: June '93

CARTRIDGE: 12 Mbit

CONTACT: US Gold 021 356 3388

GRAPHICS 9

SOUND 8

GAMEPLAY 9

GAME SIZE 9

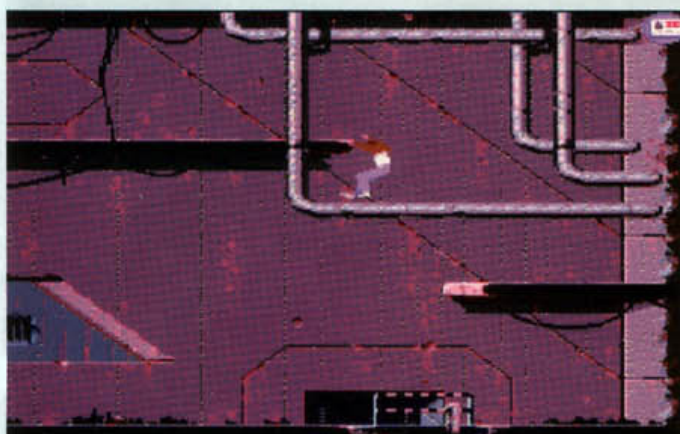
ADDICTION 8

"Faultless animation, beautifully-designed puzzles and all the challenge you could wish for"

94 PERCENT

FLASHBACK

• TIPS • TIPS • TIPS • TIPS •



Demonstrating the flying leap in all its glory, Conrad Hart's about to grab onto that ledge and haul himself up. No, really, he is. 'Cos he's great

ALL THE RIGHT MOVES

Mastery of Conrad's many moves is essential for success in *Flashback*. The normal running, jumping and shooting comes fairly naturally, but most people get stuck at the beginning of level two, New Washington, with a seemingly impossible jump up to the top platform. The move required for the hanging jump (which you'll need again later on in the Death Tower) is quite simple, but tends to elude those who haven't gone carefully through the manual (and let's face it, who reads the manual before playing a new game?). Hold down button A and press Left on the D-pad to run towards the edge, but release Left (and keep holding A) just before you'd fall off, and you'll leap up high and catch hold of the uppermost platform. You would not believe how many people have trouble with this bit.



Rolling onto a screen while firing will get you out of a few scrapes

WALK THROUGH WALLS

Here's a little cheat that'll get Conrad through any doors, or even through walls, for some extremely peculiar effects. Stand right up against the wall or door, then turn around to face the other way. Now press A and Forward to run away, but as soon as you start to move, take your finger off the A button and turn to face the door. Press A to run towards it, and you will be pushed through.

WIN!

Courtesy of U.S. Gold, we have two copies of this most fabulous of games to give away. Simply write the answer to the question below on a postcard and send it to the "We Can Remember It For You Wholesale Compo", MEGA, 30 Monmouth Street, Bath, Avon

Conrad Veidt starred in which 1940's romantic war movie?



Now how did you get there, Conrad?



NUMBER 7

This has been beaten down from the number three spot it held a couple of months ago by a number of totally fab games. After all, there's no shame in losing out to the all-round excellence of *Aladdin*. It's no coincidence either that the five other games above it are all two-player extravaganzas; if there's one criticism that could be levelled at *Flashback*, it would be that it doesn't last forever. Granted, it's a very big game indeed, and with three different skill levels it'll take you a very long time to complete, but we still reckon that the everlasting fun of a two-player challenge (as exemplified by

John Madden '94 or *Street Fighter 2*) can just push those games into the lead. Do remember, though, that we're into the top ten games of all time here, every one of which is stunningly brilliant in its own way, so exact placings are highly arguable. You can't go wrong with *Flashback*, unless, of course, you don't like top-quality platform games with brilliant graphics and stunning animation, in which case you can get stuffed, frankly.

ALTERNATIVELY...

If you're looking for another totally involving arcade adventure with a gripping science-fiction plot and fab graphics, you'd better take in the extremely enjoyable *Another World*, although it's starting to look a bit dated, post-*Flashback*, and suffers from a slight longevity problem. If you own a Mega CD, you should look out for the forthcoming sequel, which will be bundled with the original game on the same disc. If it was the rotoscoping animation and excellent character movement of *Flashback* that grabbed you, though, you'd do well to hang on for the Mega Drive version of *Prince of Persia*, which we expect to see in the not-too-distant future. The CD conversion was a bit of a disappointment, but the problems should be ironed out for the cartridge release (we hope).



Rage in the cage; one of the early puzzles in *Another World*

**NOW YOU CAN PLAY THE MOST
EXCITING ARCADE GAME OF THE
YEAR IN YOUR OWN HOME.**

*** ORIGINAL GUN ACCESSORY INCLUDED IN GAME PAK.**

LEFT ENFORCE



 **KONAMI**



REALISTIC COPS-ON-THE-STREET ACTION

**SO INTENSE YOU'LL WONDER WHERE YOUR PAY CHECK IS AT
THE END OF THE WEEK! TEST YOUR SHOOTING SKILLS AGAINST
THE MOST DANGEROUS CRIMINALS IN TOWN, IN A FAST MOVING,
MULTI-STAGE BATTLE FOR JUSTICE.**

NAMI

SUPER NINTENDO
ENTERTAINMENT SYSTEM

MEGA-CD

SEGA
MEGA DRIVE

MADDEN

GAME HISTORY

It all started in December of 1991, when the Mega Drive was still a novel and unproven console system. These were the days even before the ground-breaking *Sonic the Hedgehog*, remember. Suddenly, Electronic Arts saw fit to launch *John Madden Football* on a largely unsuspecting country. The game was a huge success, and acknowledged as an instant classic, with its super-slick gameplay and ultra-addictive two-player mode.

EA spent the next 12 months developing EASN (Electronic Arts Sports Network) into a recognisable brand and sports sim market leader, with new titles *EA Hockey* and *PGA Tour Golf*. A new version of their football game, *John Madden '92*, appeared almost exactly a year after its predecessor, with better sound effects, a couple of new plays and improved intelligence algorithms for the computer-controlled teams.

It consolidated *John Madden's* critical acclaim, but was not thought to be a sufficient enough development to warrant a purchase in addition to the original cart, a problem that dogged the second update when *John Madden '93* appeared in December of 1992. With tweaked graphics, more teams, additional statistics and battery back-up, however, it was once more acknowledged as the finest game available for the system.

Madden NFL '94 has been developed with a whole new graphical engine at its heart, and comes with many more teams, a full league, and full NFL approval. It'll be appearing on CD shortly, but whether or not we can expect another updated cartridge version for '95 remains to be seen...



So this is the man they call, er, erm, "John Madden"

As the song said, "This is not America". I know that the sport of American football has yet to catch on nationally in this sceptred isle, bar a few minority evenings on Channel Four and a small coterie of London Monarchs supporters, but now you've got a Mega Drive, the time has come to put aside all thoughts of intercontinental rivalry and cultural prejudice, and learn to play that ruddy game you've seen in so many movies. If you don't, you'll be depriving yourself of playing what is easily the Mega Drive's best sports simulation, and arguably the best Mega Drive game ever.

The elements that make the whole *John Madden* experience as utterly fab as it undoubtedly is are almost too numerous to list; indeed, one of its greatest strengths is that every aspect of the programming has been faultlessly implemented. There are no weak links. The graphics are superb, wonderfully detailed, atmospheric and smooth. The sound is great, with music, sound effects and sampled

speech all working together in perfect aural harmony. The game will last forever – no brilliant-for-a-while-but-over-too-soon game this one.

With the full two-conference 20-week championship leading up to the Superbowl, not to mention a stack of other special play-offs, the one-player game in the newest version is endlessly enjoyable, and there's a full battery back-up facility to save your positions. Like all sports games, though, this really comes into its own in multi-player mode, and *John Madden '94*, like all of Electronic Arts' latest generation of simulations, is compatible with their 4-way play adaptor, allowing up to four people to join in the fun simultaneously.

The killer factor is the perfect gameplay. We know "perfect" is a tricky word to bandy about, but the mighty *Madden* deserves the ultimate accolade for its utterly addictive combination of strategy and action, totally involving atmosphere and stunningly responsive controls.



Players are strewn across the field in a scene altogether unlike that amusing Levi's advert



Very exciting, this. The Buffalo Bills' quarterback has thrown the ball to a wide receiver, but it's been intercepted just short of the end zone. Lumme



PUBLISHER: Electronic Arts

PRICE: £49.99

RELEASE: November '93

CARTRIDGE: 16 Mbit

CONTACT: EA 0753 549442

GRAPHICS	9
SOUND	9
GAMEPLAY	10
GAME SIZE	10
ADDICTION	9

"Quality, depth and a sense of humour make this the Mona Lisa of Mega Drive games. Classical brilliance"

95 PERCENT

NFL '94

OK, so this may be the update of the update of the update, but it also happens to be the best sports game ever to grace the Mega Drive

• TIPS • TIPS • TIPS •

WHAT'S ALL THIS AMERICAN FOOTBALL MALARKEY THEN?

For those of you uninitiated into the delights of this most brutal, and at the same time terribly clever and strategic, sport, there now follows a brief guide to the basic rules, so you'll at least know your Quarterback from your End Zone.

There are two teams, and each can have eleven players on the field. At any time, one has possession of the ball and is trying to score a touchdown. They are referred to as the offence. The other is trying to prevent the offence from scoring, and are as such rather predictably known as the defence.

The offensive team have four attempts (called downs) to get the ball ten yards towards the goal-line, which

they can do by running with the ball or throwing it to a receiver, who catches it. If they do manage to move it ten yards or more, they have another set of four downs to their credit. If they fail to move the ball ten yards, the other team gets possession and becomes the offence. Possession will also change if the defence intercept a throw, or if the offence drop the ball (a



The opposing teams face each other before the snap and go "hut hut hut"

fumble) or score a touchdown.

Each play (attempt to move the ball) starts with the centre player in the offensive team's front line throwing the ball between his legs to the Quarterback. This is known as the snap. You will have full manual control of the quarterback after the snap in *Madden '94*, as his actions will direct the outcome of the play.

A touchdown, when the ball is placed over the touchline and into the area known as the defence's end zone, will score six points, and give the offensive team the opportunity to score an extra point by kicking the ball through the two upright posts at the top of the field (rather like a conversion in rugby). Alternatively, if the offensive team

WIN!

Cor blimey guv! Those folk at Electronic Arts have given us two copies of this game, and all you need to do to win one is slap down the answer to the question below on a postcard and send it to: "No More Silly Compo Names Please Compo," MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW.

How many points do you score for a field goal?



Each player does a special little dance when they score. How sweet

have not managed to score a touchdown on the current drive (the set of four downs), they may attempt to kick the ball through the posts for a field goal, which will score them three points.



NUMBER 1

OK, so we're all agreed that it's a brilliant game, and totally fab and all that, but is it really deserving of the number one spot? The best game of all time ever? Better even than such classic video games as *Street Fighter 2*, *Aladdin* and *Sonic 2*? Er, yes, well, actually it is.

Let us leave aside for the moment the detailed, but still clear and smooth, graphics. Let us shuffle under the carpet the brilliant sound effects and entertaining sampled sound. Let's discretely close the doors of the wardrobe that hides the fantastically playable and

responsive control system. Because all these things you'd expect from a cart good enough to make it into the top 10 games of all time.

No, what really marks out *John Madden Football* is its unlimited depth. It's not just a fabulous two-player game that allows you to develop your own skills and tactics (even more so than the admittedly excellent *Street Fighter 2*), the now-enhanced one-player game is in a class of its own. Several different tournaments, loads of different teams, and an unsurpassed depth of strategy and action add up to a never-ending and totally gripping challenge.

You get all this with *Sensible Soccer*, of course, but without the brilliant graphics and sounds. You get it with *FIFA International Soccer*, but without the speed and responsiveness. It's there in *NHLPA Hockey*, too, but even that lacks the variety and tactical depth of its superior. This game is simply the best.

ALTERNATIVELY...

The only serious pretender to John Madden's crown as king of the American footy sim is Joe Montana. For his latest game, *Joe Montana 3: NFL Sports Talk Football*, the Sega NFL Sports Talk crew came up with a reasonably playable and sensibly comprehensive cartridge that just couldn't manage to be as good as any of Johnny's efforts.

OK, so Joe Montana 3 has plenty of good points - lots of plays, smooth graphics, a league and loads of statistics - but it's let down by a tricky control system, inferior animation and a general lack of variety or excitement. It has neither the atmosphere nor responsiveness of the EA games, and really pales beside John Madden '94, the newest incarnation, with its bountiful league options and four-way play.

If John Madden has introduced you to the delights of Electronic Arts' slick, deep and insanely playable sports games, you couldn't do better than take in the almost equally excellent FIFA International Soccer or NHL Hockey '94. The hockey game, in particular, could be a real eye-opener, ice hockey being another one of those American games that hasn't quite managed to successfully cross the Atlantic. Both carts are compatible with the four-way play adaptor.



NHL Hockey '94: much, much more violent than John Madden

Feature

Codemasters have always been rather good at taking a somewhat cute look at the world of video gaming (what with Dizzy the egg and all that) but they really excelled themselves with *Micro Machines*. Prepare for the drive of your life...



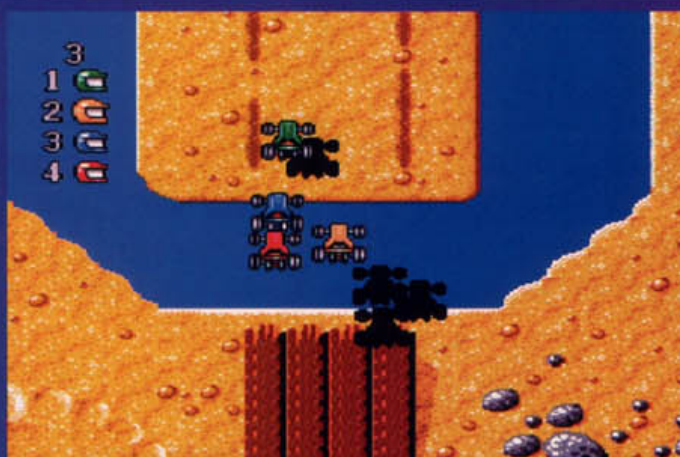
GAME HISTORY

Oh how we longed for a decent racing game. Then *Super Monaco GP* came along. Fab! But then, after wrestling with the complexities of Formula 1, we thought, "Oh why can't we have just a straightforward, mindless racing game". *Lotus Turbo Challenge* came along. Brill. But then some colleagues from a Nintendo mag told us about an 8-bit NES game that they couldn't stop playing. Basic graphics, flat overhead view, childish tracks set in various household environments. "Pah!" said we. Then we played it... and played it, and played it. What joy we experienced when Codemasters announced it was to be converted to the Mega Drive. Soon we would be able to experience the full thrill of a game with the feel of a classic old coin-op racer but all the thrills and excitement and variety you'd expect from a 16-bit game.

However, Codemasters being the rebellious people that they are, decided they wanted to release the game without Sega's approval and at a price of £35. Sega, of course, got a bit shirty, and a court case ensued. For a while, it looked like we'd never get to see this brilliant game after all. However, after much to-ing and fro-ing Sega and the Codies kissed, made up, and, remarkably, agreed to release the game both officially and at 35 quid. Hoo-bloody rah for everyone.

The really good news though, is that Codemasters are planning to do a follow-up to this rather spiffing game. It will, we hope, be every bit as playable as the first one, but it's not going to be available until the latter part of '94 because Codemasters don't want to simply churn out the same game with different courses to drive round. We're all rather excited by the prospect, so we'll find out more about it as soon as we can.

Codemasters™



Some of the vehicles are more fun than others. The dune buggy things are absolutely superb and really grip the track. What a hootsome game

If you've read that little history panel over on the left, you'll already have got a pretty good idea of how we feel about *Micro Machines* here at MEGA. We all love spectacular games, but just occasionally our belief that it's gameplay that counts is borne out by a stroke of programming genius. Only this month *Dr Robotnik's Mean Bean Machine* has proved that less is more, and at one time, it was *Micro Machines* that stunned us with its simplistic brilliance.

The game is based on those teeny-weeny little model cars you can get from toy shops (although you can also get helicopters, boats and tanks as well as cars) and because of their size, the programmers (or designers or whatever) of the game were able to set the courses over such strange environments as breakfast tables, pool tables, baths, workbenches and various other everyday household places. This provides the originality.

But then there's the very simple overhead view, and the classically straightforward car movement (which sort of reminds you of some fab old coin-op which you can't quite ever remember the name of), which while not stretching the boundaries of your thinking capabilities certainly gets you



Every few races you get to try out the Ruff Trux. They're 4x4 jobbies and there's a strict time limit

blood a-pumping, your reflexes a-sharpening and, best of all, in two-player mode gets your vocabulary of swear words a-er-sweating.

There's also a range of eleven opponents to play against (all of varying capabilities), so there's also a little strategy involved in choosing which ones to race, and thus eliminate, first.

It's always a bit sickening when reviewers rave about games and start talking about them as if they were some long lost love, so we'll avoid all of that and simply ask you to take our word for it that *Micro Machines* is utterly wonderful... no it's better than that, we adore it. We all want to marry it and have its babies. No really, we do.



You can't see the depth here, but the floor is a very long way below



PUBLISHER: Codemasters

PRICE: £35

RELEASE: July '93

CARTRIDGE: 8 Mbit

CONTACT: Codemasters 0926 814132

GRAPHICS 8



SOUND 7



GAMEPLAY 10



GAME SIZE 7



ADDITION 9



"Fast, furious, unstoppable two-player racing action. This game is destined to become a classic"

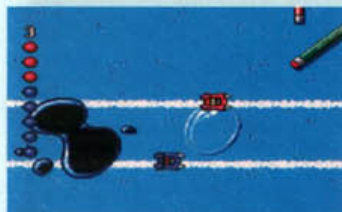
**92
PERCENT**

MICRO MACHINES

• TIPS • TIPS • TIPS •



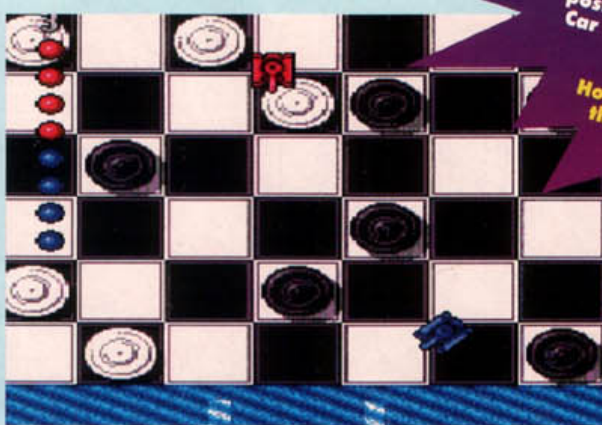
As with all courses, cut the corners, but make sure you keep your boat at the edge of the "track" because otherwise the whirlpool will get ya!



The worktops are a bind as they're covered in glue and oil. Follow the white lines and although you'll hit the glue, it won't slow you down



The desktop sports cars are very slidey, so your best bet is to stay on the inside of your opponent then bump the blighter off the edge. You can also employ the same ramming tactic to push them into objects like erasers and other desktoppy stuff



Why weave all the way through the checkers on the checker-board when you can send your weeny little tank zooming straight around the outside



The buggies are very grippy, so bumping is ineffective, unless you steer your opponents into an object



Can't really give you any tips for this one except memorise the tracks and avoid the sprinklers

WIN!

If you're unfortunate enough not to have had Micro Machines for a gift this year, then Codemasters are here to help out. They've offered us two copies to give away in this mini compo-ette. Simply write the answer to the question below on a postcard and send it to Codies Condensed Car Compo, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW.

How many characters appear in the game Micro Machines?



This tip almost speaks for itself. Bump your opponent into the balls



Another tricky one to tip. Again, memorise the tracks. But like the sports cars, it's easy to bump other cars off the edge

ALTERNATIVELY...

There really isn't another game on the Mega Drive like Micro Machines but if you still feel the need for a bit of competitive racing action, then it really has to be F1 from Domark. It's fast, playable, detailed, but best of all it has a rather splendid split-screen simultaneous two-player mode. But make no mistake, if you've already played Micro Machines to death, there's nothing else out there to provide more of the same. Unless, of course, you can wait for the sequel, which is, we are informed, being worked on, and will be out in the latter half of next year. Hurrah!



F1. Not really the same sort of game at all but still bloody brilliant



NUMBER 8

At position 8 it's almost certainly one of the top Mega Drive racers. Not that there are many racers of this quirky nature out there but it even ranks alongside the more serious racing games for adrenaline rushes and playability. Certainly F1 is the serious racers choice, but once in a while a head-to-head game (of whatever genre) will come along and astound you in its addictiveness, and this is certainly one of them. If you need any more convincing, you're mad.

Feature

LANDS

GAME HISTORY

The top Mega Drive role-playing game this may be, but how did it get here and where did they come up with that strange-looking viewpoint which is used throughout the game?

We don't know that much about how *Landstalker* came into being, because it's programmed by Climax Entertainment and they are a Japanese company (and no one on the mag speaks any Japanese). However, by the time it reached our shores, the game had been out in Japan for well over a year and was an instant success. And although a lot of that was down to the fact that the Japanese love their RPGs, the very strange viewpoint used in the game was, and still is, very much a novelty. And it's that viewpoint that does, indeed, have a history.

It's what is called a 3D-forced perspective and as you can see from the screenshots it looks brilliant. This sort of viewpoint was used in old Sinclair Spectrum games of the mid Eighties, like *Knight Lore* and *Head Over Heels*, where it also went down a storm. But in those days the games suffered from being played in monochrome (only two colours). The Mega Drive, however, has better resolution, and with up to 64 colours on screen, everything looks so much better as well.

As far as we know, Climax Entertainment haven't done another Mega Drive game since *Landstalker*, so we can only assume that they've either given up programming stuff for the Mega Drive (which on the surface seems a bit unlikely) or they've locked themselves in an office and are busy working on the sequel. You never know, this may even be called *Landstalker 2*. As soon as we have any more news on a sequel, or on Climax Entertainment, we'll let you know about it.



See that woman looking in through the window? Well, if you walk up to her and say something, she'll provide you with some information

If you're going to spend something like 60 quid on a game, you're going to want something that's going to last just that little bit longer than *Sonic the Hedgehog*.

And if you're after a bit of grey matter stimulation as well, then there's only one type of game to go for... the role-playing game, or RPG for short. And if you want the best, that's got to be *Landstalker*.

Although most RPGs, including this one, have fantastic plots set in different worlds and starring all sorts of weird creatures, they concentrate too much on the strategic or scene-setting side of the game and forget about the fun factor. *Landstalker*, however, is the first game to fill that gap. Yes, there's still the role of a gallant hero (even if he is called Nigel) to be played, and there's loads of treasure to go after too. And yes the game is very large, but

In these rooms you've got to put out the torch



Using your trusty sword you can take out most enemies



Pause the game to check out what exactly it is you're carrying

thanks to a battery back-up this doesn't become a problem. There's also one hell of a lot of challenge and the game is great fun to play.

By always keeping things on the move, the game doesn't go stale and you're always killing things, which makes you feel like you're progressing through the game (even if sometimes you're actually walking around in circles). Another very special thing about the game is the viewpoint. It's what's called a 3D forced perspective, and using this, the game brings some ingenious platform puzzles into play throughout the game, which adds to the overall excellence.

With some excellent graphics, lots of imagination, a serious challenge and some brain-aching fun as well, this game will appeal to more than just the sad, anorak-wearing, train-spotting role player. Do yourself a favour and don't be put off by the price.



PUBLISHER: Sega

PRICE: £59.99

RELEASE: November '93

CARTRIDGE: 16 Mbit

CONTACT: Sega 071 373 3000

GRAPHICS 9



SOUND 9



GAMEPLAY 9



GAME SIZE 9



ADDITION 9



"This is a superb and enthralling RPG, with a great mixture of action and strategy"

92 PERCENT

TALKER

Role-playing games have had a lot of bad press, but with a stonkingly playable game like *Landstalker*, everyone should have a go

SOLUTION!
The first part of our complete solution to *Landstalker* starts on page 81

• TIPS • TIPS • TIPS • TIPS •



Hey, look at that big tree, I wonder if I can walk into it

TIBOR THE TREE

Well, Tibor the tree is a very strange kind of tree. Basically, once you've cleared out all the creepies from Tibor, you can use all the other trees to trip across the landscapes of the game. Just walk underneath them and when the screen changes to show the underside of the tree, you'll notice a doorway in the tree. However, if you haven't been to the twin of this tree, you can't teleport. For



And if you've done everything correctly, you will mysteriously appear somewhere else



You see how they ever so discreetly hide a face into the tree so that you think, by talking to it, it might say something to you

example, the tree next to Tibor, once you warp, will take you back to the tree just outside of Gumi. This can prove very useful for cheap Eke-Eke. In fact, with judicious use of the

trees, you should be able to get around the game a darn sight faster than before.



NUMBER 15

Number 15 may be an unlucky number for some (hold on isn't that supposed to be number 13?), but for *Landstalker* it means that it's MEGA's highest-placed role-playing game. And although *Shining Force* comes a very close second (see the ALTERNATIVELY... box on the right), *Landstalker* wins the overall prize for its sheer user-friendliness. It's really easy to get into, it doesn't bore you with a complex battle strategy, but the whole thing isn't easy to get through. If you're looking for a role-playing game to try and you've not

played any before, this is perfect, because it breaks you in gently and gets increasingly harder. However, even if you're a bit of a pastmaster when it comes to RPGs, this will provide some head-scratching moments and a serious challenge plus the odd giggle or two. In fact, you could describe this as a game for everyone really.

ALTERNATIVELY...

If you still want more role-playing action but you don't know where to look, check out *Shining Force* (the sequel to *Shining in the Darkness*, sort of). It's your typical kidnapped princess storyline, with you as the hero. You must battle evil forces, recruit new members to your "Shining Force" and win the day. The game is very involving, with it leaning towards the strategy-and-search-type gameplay. The battle sequences, in fact, are the guts of the game and it all comes down to having the right characters fighting against the right enemies at the right time. And once you've got your fill of that, you can start looking forward to *Shining Force 2*, which is due for release in Japan soon. But you'll have to wait a bit for an official release, because they've got to change all the text and that sort of stuff.



If you're into more complex battles, *Shining Force* is the one for you

Feature

JUNGLE

GAME HISTORY

Previously known for their utterly fabulous sports simulations (*John Madden Football* and *EA Hockey* in particular), a couple of quite fabulous *James Pond* games and several really-not-very-fabulous-at-all attempts at platformers, Electronic Arts surprised everybody with *Desert Strike* when it came out in April of 1992, a year after the Gulf War conflict.

Rather too closely based on the real war for many people's liking, *Desert Strike* cast you as the pilot of a Special Forces Apache helicopter, with five different scenarios to blast your way through. Mixing fact with fiction, typical missions required you to rescue a TV crew from a hostile area, for example, or to capture Iraqi commanders who knew the positions of their Scud missile launchers, then take out the launchers themselves.

With its innovative viewpoint, responsive and realistic controls and highly-addictive gameplay, it was a top-rated game at the time, although thought by many to be slightly too easy to complete. Unsurprisingly, then, Electronic Arts decided to create a sequel, which appeared just over a year later, and was unanimously hailed as a great improvement, even over the very fine original game, and a truly classic cartridge.

Tweaked graphics, enhanced sound, twice as many missions and loads of special features made *Jungle Strike* a legitimate sequel, retaining all the best gameplay elements of its predecessor, but updating and relocating them for a whole new challenge. And with EA's tendency to update their most successful games annually (this year, we've seen the third *Madden* update), another game must surely be in the offing, whether there are any conflicts to base it on or not.



OK, so it isn't the most immediately stunning game ever created. The little helicopter flying across the occasionally rather bleak isometric scrolling landscape doesn't seem like a thrill-packed blasting machine, and the sound effects aren't going to make your ears quake with pleasure. But play it – just play it – and your eyes will water and your thumbs will never forgive you, because you'll be stuck into one of the most addictive and lip-wobblingly playable games ever to grace the Mega Drive.

It all seems so simple. Evil Middle Eastern madman Kilbaba and one of the more prominent South American druglords have joined forces to hold the world hostage with a nuclear device. As top Special Forces chopper geez, it is your job to pilot your Comanche helicopter through 9 different campaign areas, with 50 different missions of varying length and complexity, to scupper their evil plans and wreak all kinds of havoc along the way. You have three types of



You get to pilot a hovercraft, drive a motorbike and fly a jet plane



The very first mission requires you to neutralise the terrorist unit surrounding the Library of Congress, and protect all those lovely books



Some headphoned geezer fills you in before each mission

weapons; "hellfire" missiles, rockets and a chain gun that fires bullets.

Within this basic framework, however, lies a complex game that requires speedy reactions and typical arcade blasting skills, but tempers the action with a nutritious helping of strategy. Your ammunition and fuel supplies are limited, for example, so you'll need to plan your flight paths carefully to bring yourself around to some fuel drums and ammo crates (if you can find them) when they are required. You'll need to draw on all your exploring, planning and shooting skills to get anywhere in *Jungle Strike*.

Even when you've mastered the controls of your Comanche helicopter, however, the challenge doesn't end there, as several of the missions require you to take control of other very different vehicles. Everything in this cart smacks of quality, attention to detail and sheer class. It's a wonderfully entertaining and timelessly addictive game, which we can't recommend highly enough.



PUBLISHER: Electronic Arts

PRICE: £39.99

RELEASE: June '93

CARTRIDGE: 8 Mbit

CONTACT: EA 0753 549442

GRAPHICS 9



SOUND 8



GAMEPLAY 9



GAME SIZE 8



ADDITION 9



"Shoot-'em-ups don't come any better than this. *Jungle Strike* is involving, exciting and deep; it's a chopper classic"

93
PERCENT

STRIKE

This game is the best shoot-'em-up money can buy. And if you're into, er, shooting things up, then you'll want to know all about it. So read on...

• TIPS • TIPS • TIPS •

DANGER ZONES

When you wander into a Danger Zone, sirens will hoot and you'll get rapidly killed, as every enemy fires enhanced weapons at you. Get out quick! You have either wandered into the site of a mission before you are ready to tackle it, or have failed to take out the enemy's radar sites. They're normally fairly apparent, except at the beginning of campaign six, the Snow Fortress. The first thing you must do on this level is destroy the small igloo next to the helipad, a few screens directly to the left of your take-off point. If you don't manage this, the area will remain a Danger Zone and you won't be able to land any POWs.



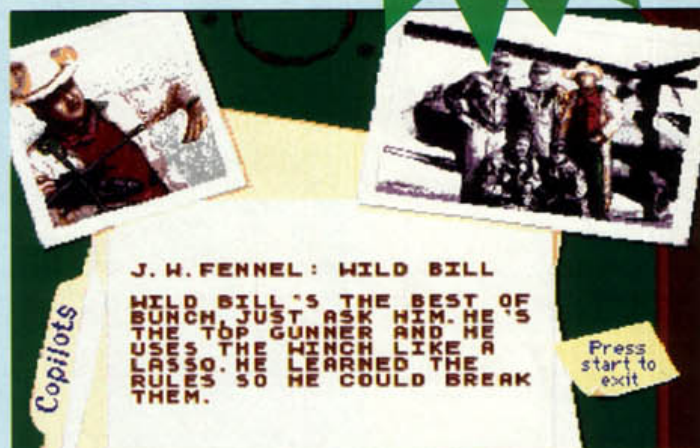
Your Comanche takes a pounding from a fierce tank fellow



The Madman's final hideout; but is it impregnable? We think not

THE BUNKER

Near the end of campaign eight, you'll have hounded the Madman to the safety of his bunker, which appears to be impervious to attack. Don't waste your time shooting at it from the helicopter; you won't succeed, no matter how many missiles or hellfires you pump into it. Once you've opened up a hole in the side of it, you have to fly to the landing zone to the right. Your co-pilot will get out and drive the truck that you find there, to the hole in the bunker. Pick him up and shoot the ammo truck to destroy the bunker and flush out the Madman. Unfortunately... well, we won't give away what happens next, 'cos we don't want to spoil the game for you. Let's just say that it isn't over until... ah, you'll see.



The best of all the co-pilots has to be the great all-rounder Wild Bill

CO-PILOTS

It's essential that you pick up and use any Missing In Action co-pilots you may rescue. Whenever you enter a password, make sure you check the "Co-pilot" options screen to select the best available partner. You'll find Faceman on mission five of campaign three; Rosalind D on mission five of campaign four, and Wild Bill on mission one of campaign six.

ALTERNATIVELY...

Desert Strike, Jungle Strike's predecessor, plays in much the same way; an action-packed helicopter excursion through the Gulf conflict. It's definitely the inferior of the two games, with fewer missions and slightly poorer graphics. It's still a very fine game, and currently sits at number 35 in our Top 100. Those looking for still more chopper-based shoot-'em-up multi-missioned thrills, however, could do a lot worse than have a look at Core Design's visually stunning Thunderhawk on the Mega CD. It too sends you streaking through the skies laying waste to the ground with a variety of weapons. Although not quite managing to keep the same balance between strategy and action, it's a frenetically-paced blaster, viewed from the cockpit, that should keep your finger on the trigger for a very long time.



Desert Strike: Inferior to its sequel but still an action-packed game



NUMBER 9

This is a well-presented, deep and incredibly addictive game that more than justifies its place in the top ten Mega Drive games of all time. That it isn't rated higher is down not to any intrinsic fault of its own, but simply because there are several other carts out there that outclass even a game this good. And as usual, the question of the longevity of a finite game has to be raised.

There are lots of varied missions, and plenty of different things to do, but when faced with the infinite challenge afforded by a two-player game like Street

Fighter 2 or FIFA International Soccer, Jungle Strike has to

warily raise its hands, come quietly and say "All right, I admit it, you'll finish me in a couple of days if you're any good and you're really putting in the hours". It's such a good game, though, that you'll be back to play this one again and again even after you've worked through it.

Feature

MORTAL

GAME HISTORY

Midway's *Mortal Kombat* coin-op hit the arcades towards the end of 1991, and caused quite a stir with its digitised characters and gameplay formula similar to the very popular *Street Fighter 2*. Like its Capcom counterpart, there was a variety of characters to choose from, each with different strengths and devastating "special moves" that could only be activated with hidden key and joystick combinations.

In fact, apart from the graphics, Midway's offering appeared to resemble *Street Fighter 2* in quite a number of ways. There were a number of different settings for the individual bouts, for example, and a similarly-aggressive bonus level. And, just like *SF2*, the one-player game wasn't half as challenging as the two-player fistfight.

What did set *Mortal Kombat* apart, though, was its provocatively gory graphics and daringly horrific death moves, that could be accessed (if the correct key combination was known) to "finish off" any beaten opponent after a three-bout match. When the inevitable console conversions came along, with a simultaneous release across all formats on "Mortal Monday", Mega Drive owners were agreeably surprised to discover that all the blood and guts from the arcade game were present in the cartridge version. All it took was a simple code, allowing the game to be played without the gore by the more squeamish beat-'em-up fans. Owners of other systems whose versions were deprived of the bloody action were left crying into their rather weak beer.



Johnny Cage steps back in surprise as Sonya Blade flings her sonic energy ring attack at his unsuspecting torso. Wouldn't like to be in his flip-flops

What you've got here, basically, is a one-on-one beat-'em-up. Taking on the part of one of a number of fighters, each with different styles and strengths, your task is simply to beat all the others in one-on-one combat to prove your superiority. In *Mortal Kombat* on the Mega Drive, there are seven characters to choose from, and two "boss" characters, who you will only face once you have defeated all the others.

The strength of the genre (and *Mortal Kombat* is no exception, becoming slightly repetitive in one-player mode), is always the two-player game, where you and a friend choose two different characters, and battle it out between you in a match decided over three bouts. The passionate feelings that can be inspired by beating a friend or relative to a bloody pulp simply cannot be legally equalled, which accounts for the popularity of games that adhere to this formula.



Scorpion's formidable rope spear reels in Raiden, accompanied by a digitised cry of "get over here"

A cart of this type is normally judged on the number and variety of the attacks available to each character, and one of *Mortal Kombat*'s strengths is its "special" moves – fighting techniques particular to a certain participant. Scorpion, for example, a mysterious ninja warrior, has a devastating Rope Spear, that pulls in a hapless victim and allows its sender to deliver a vicious upper-cut. Kano, a black-hearted mercenary, can send a pair of spinning blades hurtling towards his opponent. Each character has a couple of these special moves, as well as a special death move.

The notorious death moves are a feature unique to *Mortal Kombat*. If a player knows the correct joystick combination, they can deliver a horrific and fatal finishing move when their opponent has been defeated. Johnny Cage, for example, punches his victim's head clean off. The digitised graphics, too, are a particular feature of *Mortal Kombat*; actors were filmed and their moves digitised directly into the animations you see on screen to add an occasionally uncomfortable level of realism to the gruesome proceedings.

All in all, it's a reasonably playable game of its type, with all the gloss and attraction of the enhanced violence, but we feel that it has been upstaged somewhat by the almost faultless *Street Fighter 2* (see the Top 100 box and the *SF2* spread for the reasons why). If you want to tear your opponent's heart out of their living body, though, or remove their spine with a single tug, you won't find a more ethically-challenged game than *Mortal Kombat*.



PUBLISHER: Acclaim

PRICE: £49.99

RELEASE: September 1993

CARTRIDGE: 16 Mbit

CONTACT: Acclaim 071 344 5000

GRAPHICS	9
SOUND	7
GAMEPLAY	8
GAME SIZE	6
ADDITION	8

"A good conversion of the coin-op, that's a bit tedious in one-player mode, but a real treat with a pair of you"

82

PERCENT

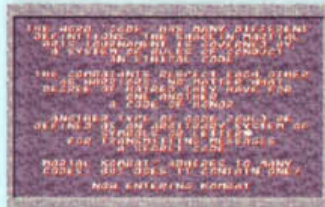
KOMBAT

It may not be as polished as *Street Fighter 2*, but it's still one of the most popular beat-'em-ups around

• TIPS • TIPS • TIPS •

BLOOD CODE

All the gory effects that are the game's real selling point can be accessed through a simple code. Turn the game on and leave it until you get to the "code" screen – the one shown below – then press A, B, A, C, A, B then B on joystick one. The writing will turn red to inform you that the code has been activated, and you'll be able to rip, shred, wound and maim your opponents to your evil little heart's content.



Enter your code on the not-very-subtle-at-all code screen



That cheat screen in full effect. Three cheers for hidden options!

CHEAT SCREEN

There's also a special cheaty options screen that can be revealed if you press Down, Up, Left, Left, A, Right then Down on the Game Start/Options screen. The words CHEAT ENABLED will appear if you've done it correctly. By turning on "Flag 0", you can give Player One the "touch of death", so any one hit will kill their opponent. "Flag 1" will do the same for player 2, and "Flag 2" will make peculiar objects fly across the moon of the pit level (useful for getting to the elusive "Reptile").



Kano vanquishes the heartless and rather green Reptile fellow. Job done

REPTILE

You can confront this hidden boss on the pit level after an object has flown across the moon. Defeat your opponent with two flawless victories without blocking, and finish them with a death move. Sounds easy? It isn't, but the 10,000,000 points make it worthwhile.



NUMBER 39

Mortal Kombat is a good beat-'em-up, with some original touches and smartly repulsive graphics, that muscled its way into the Top 50 games of all-time through sheer brute force and ugliness. However, the graphics aren't quite as sharp or impressive as the arcade version of the game, and the sound's a bit weak, which explains why this wasn't rated any higher.

Haven't we seen all this one-on-one fighting action somewhere before, though? *Street Fighter 2*, which *Mortal Kombat* resembles in many ways, is reckoned to be the third greatest game of all time; what separates the two, and why is *Mortal Kombat* so much further down that all-important Top 100 list?

While the digitised characters are initially quite impressive, the novelty wears off after a few plays, and the moves begin to seem quite limited, certainly when compared to *Street Fighter 2*'s colourful cartoon-style images, vast array of subtly various moves and superior backgrounds. There are, of course, fewer characters to choose from in *Mortal Kombat*, but we feel that it really falls down when put up against *SF2*'s hyper-addictive playability. There's just something missing; the punches don't quite connect as sharply as they should, and the characters don't respond quite as well to control as their street-fighting counterparts.

Still a fine game though, and many people find the lure of *Mortal Kombat*'s horrific depiction of violence irresistible. Good luck to them.

ALTERNATIVELY...

You can hardly move in the MEGA office for fear of toppling the piles of mediocre Mega Drive beat-'em-ups stacked haphazardly about the place. OK, OK, so that's exaggeration for comic effect, but the fact remains that a lot of people have had their fill of the whole fighting game genre. There's an awful lot of unimaginative dross out there.

A few carts stand out above the pack, though, as being a little more imaginative than the rest. *Cyborg Justice* is a highly enjoyable robot-related romp that allows you to construct your own cybernetic warriors, with several novel features like the ability to rip off your opponents' body parts and use them yourself.

Royal Rumble should do for all those who fancy something a little different from the usual kicks and punches, and would rather expend their aggressive tendencies in the grappling and hurling of "pro" wrestling. And you get a great set of multi-player options, including the eponymous free-for-all. But *Street Fighter 2*, as the finest of all beat-'em-ups, and one of the greatest video games of all time, must take precedence over *Mortal Kombat*. Not so much an "alternatively...", more of an "instead of".



Dhalsim gives Dhalsim bendy hell in the prince of beat-'em-ups

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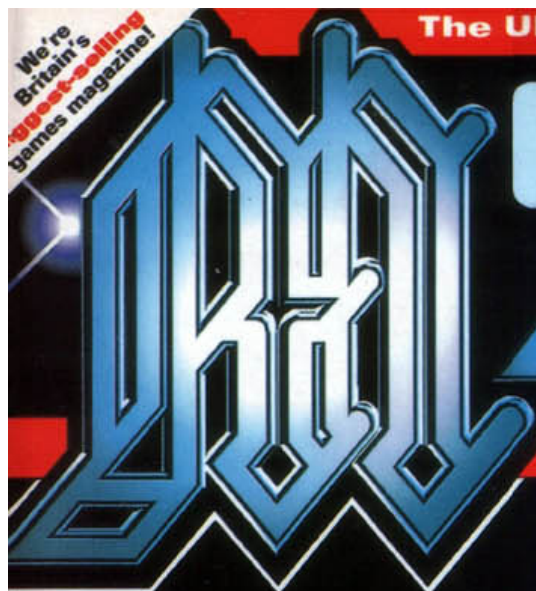
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Issue Thirteen January 1994

SPELLBINDING

YOUNG MERLIN and *Aladdin*

Magical mayhem hits the SNES



"Better than
Streetfighter 2"
Turn to page 92...

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25
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"Censorship is a vile
and dangerous thing"

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Planner!

JAGUAR...

...or pussy? Atari's 64-Bit
console. Is it any good, then?

"Totally, totally, totally addictive"
The best Mega Drive
game of the year?

Turn to
Page 72



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of value

4
CHANNEL FOUR
TELEVISION

Three reviewers, fifteen games, and eighteen pages of meaningless, unadulterated wibble

15 REVIEWS

44 TERMINATOR CD

We were hoping for big things from this one, but to be honest the gameplay is looking a bit like the special effects in the movie. A bit old and dated now.

46 DRAGON'S REVENGE

Pinball freaks really ought to check this one out. They'll still get a good game out of it, but the graphics have taken a serious turn for the worse.

48 MEAN BEAN MACHINE

We love it when this happens. Every now and again a game comes along that's simplistic in every way, but utterly fab!

50 THE LOST VIKINGS

As the saying goes, "never look a gift Norse in the mouth". A top platform puzzler courtesy of Virgin.

52 DUNE 2

Last month we had the *Dune CD*. The cart game ditches the film plot and instead provides an excellent strategy challenge.

54 AERO THE ACROBAT

A fine idea for a platformer. And some nice touches, but can this compete with the current dearth of quality platformers?

55 BOXING LEGENDS OF THE RING

Top fighting action, but is it the best boxing game on the Mega Drive? You'll soon find out.

56 F117 NIGHT STORM

Flight sims have traditionally been a little sparse in both the scenery and gameplay departments on the Mega Drive. Will this be the turning point?

58 TOE JAM AND EARL 2

If anyone was unsure before, now there's absolutely no doubt. Toe Jam and Earl are the funkiest guys in the entire universe. It's official!

61 ROLLING THUNDER 3

Rolling Thunder never appeared on the Mega Drive, *Rolling Thunder 2* did and was average, *Rolling Thunder 3* is utterly dire. We see a pattern emerging.

63 SPIDER-MAN CD

Ol' Smellers quite liked the cart version of this game. Will the CD game be the technological leap we should expect?

64 ROUND-UP

The part of the mag in which we place, not the good games, not the average games, but the ones that reek of something nasty.

ANDY DYER

Andy Dyer is the Editor of MEGA and the spouter of much hot air. And what's more, staying on the subject of wind, he tends to be a bit flatulent in the mornings. Ironical then that he ended up reviewing the fabulous *Dr Robotnik's Mean Bean Machine*. To find out how such a simple game can be one of the year's most playable, turn to page 48 immediately (or sooner if possible).



"A devilishly addictive game, which even haters of all things Sonic-related will love"

MEAN BEAN MACHINE - PAGE 48

PAUL MELLERICK

Paul's always taken a lot of flak in MEGA, so we'll be complimentary about him for once. After all, he's very fashion conscious (apparently black's all the rage at the moment), and his taste in music is very broad (he likes over 200 "different" grunge bands). Oh yes, and we mustn't forget his "crazeeee" sense of humour. (Wot a load of tosh - Jon)



"ToeJam And Earl 2 stands head and padded shoulders above the rest"

TOE JAM AND EARL 2 - PAGE 58

JON SMITH

We're a bit worried about our man Smith. When he first joined MEGA he seemed to be fairly quiet, very intelligent, and very sensible. This month, however, we received a video from some old college friends of his featuring an "experimental" film short in which Jon eats flowers while chasing women around a canal embankment. We're frankly worried.



"This had me glued to my Mega Drive in an almost unhygienic fashion"

THE LOST VIKINGS - PAGE 50

REVIEWS

QUICK KEY

- Does this import game come from the US or Japan?
- How many people can play the game?
- How many skill levels are there in the game?
- A good one this, how many lives do you have? Important too.
- Is there a battery back-up or password system?
- How many stages do you have to play?

Game Review



Hard he may be, good his films may be, but when it comes to console games, the Terminator's usually a bit of a disappointment. Paul Mellerick reckons that if you've got the cart version, there's very little point in buying this

Phoey! I'm sorry but there's very little about *Terminator CD* that makes me want to bother writing about it. You all know everything remotely interesting about the film, you're all probably aware that this is an updated version of the cartridge game, but what you're not aware of is the fact that this simply isn't the state-of-the-art CD game we were all hoping it would be. Three cheers for everyone at Virgin for re-programming the cart game, but six big boos for not bothering to change anything else about the game. It's like they took the good bits, made them better and left the bad bits where they were.

LET'S GET THIS OVER WITH

There's nothing drastically wrong with the graphics, sound or control of the game; it's the game design itself that's at fault. The original cart game has too few levels, was too easy to get through and was

about as intellectually challenging as an episode of *Neighbours*. The CD version, even with a few more levels, is still the same game.

You're armed with a machine gun and you must run through the levels taking out all the Terminators along the way. The levels are too straightforward; they're simply paths which you have to follow. You can't get lost, because if you stray from the path, you either hit a wall or come back on yourself. There's very little to prevent you from running all over the place, and all the Terminators appear in the same place, everytime you play.

The game is a certain amount of fun, due to the fact that you're blowing things up all the time, but each level is so similar and easy that you're going to get very bored very quickly. In fact, if you've already played or seen the cartridge version, then you've seen this game as well.

© Paul Mellerick

WHAT MEGA WOULD LIKE TO HAVE SEEN IN THE CD GAME OF THE FILM

It's all very nice having loads of explosions and violence, but after the third level it all starts to get very tedious indeed. So we decided that we'd put together a list of other stuff that we think should have been put into the game. And here it is...



① THE CAR CHASE(S)

Some of the most exciting bits of the film are the car chases, where Reece and Sarah Connor are trying to get away from the Terminator. We've seen some pretty amazing racey-type stuff in *Batman Returns (CD)* so something of that nature could possibly have been included in this game; it would have been really cool too.



② THE POLICE STATION

And what about all that mayhem that goes on in the Police Station. This episode is all a bit passive in the game, the object being simply to get out. How about showing the Terminator trying to get through the station to reach Sarah while you are trying to do the same? And then there could be the episode where you and Sarah are trying to escape from the building.

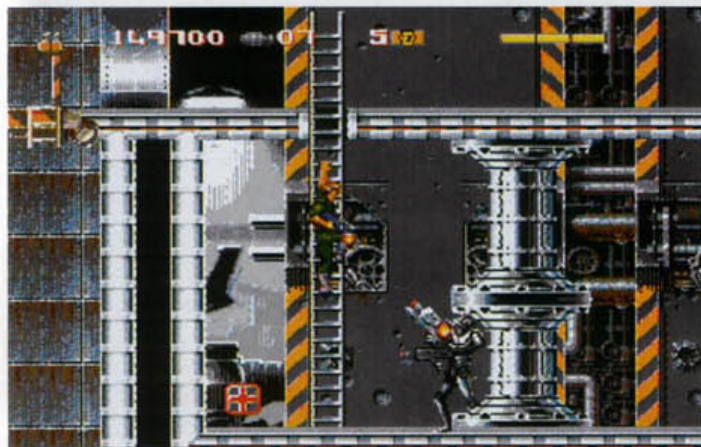


③ THE FACTORY

This is where the film's climax takes place; where Reece actually dies and where Sarah Connor gets to crush the Terminator. So wouldn't it have been great to take control of Sarah at this point, so that having blasted your way through the whole game you can finally finish off the Terminator instead of leaving the end of the game a bit open?

You could, of course still have all the platforms and shooty bits in the game, but incorporating these additional sections could have broken up the monotony and added to the overall film/game tie-in. And imagine what a fabulous Mega CD game you would have had!

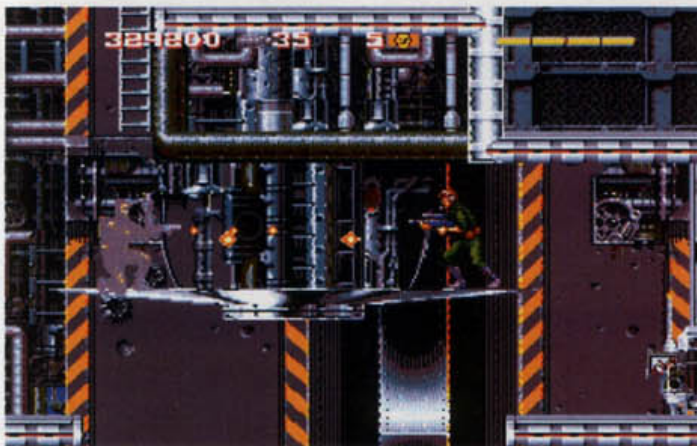
TERMINATOR



One of the best things about the game is that you can hold on to the ladder and still fire in any direction you want. You can also jump on to the ladder and start climbing. This is a very ladder-friendly game



There's not just one Terminator to deal with in the future but a whole army of them. Luckily, with just a few bursts of your ultra-powered gun you can send them into the oblivion where they belong



At the time displacement chamber you have to battle with the Terminator in a bid to try and stop him travelling back in time



Above and right: As you enter each new level of the game you are treated to a small selection of FMV, taken from the film. It's of the usual quality but the frame rate is very fast and smooth. It's pretty atmospheric; shame about the rest of the game



GET A GRIP!



- The D-pad moves our hero, Kyle, around the screen
- Fire your ever-trusty laser gun (in the future) or the shotgun (in the past)
- Jump on to ladders, over obstacles or even over the thugs
- If you've collected any bombs use this button to throw them



Why is it that whenever you come across "bad guys" in a game they always tend to be leather-jacketed geezers who have a particular desire to fire guns or throw petrol bombs? Now if these guys wore shell suits...

SOUND OUT

If there is one really interesting thing about *Terminator CD*, then it's the sound. If you're fed up of hearing stupid little ditties that have no connection with the film and make you reach for the volume control on the TV, then you'll be pleased to hear that *Terminator CD* is one of the first games to have a proper ten-track soundtrack, which you can actually play through the options.

There are a couple of "hard rock" tracks, a couple of "pop" tracks and even a hard-core techno track using speech samples from the film. All this music and stuff was programmed by Tommy Tallarico (who, pop trivia fans, is a cousin of Aerosmith's lead singer, Steven Tyler), who is a bit of a crusader when it comes to getting "real" music into video games. Tommy is also a bit of a Mega Drive fan and prefers working with it than the Super Nintendo. He's currently working on *Demolition Man* for the Mega CD, so expect some more "real" music in that game as well.

If you're really into game music, you might like to know that Tommy has an album of re-recorded tracks coming out soon, and if you want to have a chance to win some, take a look at our mammoth competition on pages 14 and 15 of this issue.



PUBLISHER: Virgin

PRICE: £44.99

RELEASE: Out now

CARTRIDGE: Mega CD

CONTACT: Virgin 061 960 2255



There's only one Kyle Reece



Three levels of skill: Easy, Medium and Hard



You have three lives, but you can pick up more



No password system and no battery back-up



There are nine stages in total

GRAPHICS 8



SOUND 8



GAMEPLAY 6



GAME SIZE 7



ADDICTION 6



"A well-presented blast, but ultimately boring, very samey and a bit of a waste, if you want me to be blunt"



67 PERCENT

Game Review

Andy Dyer not only finds this pinball game disappointing, but is also unable to blame hidden magnets for the poor quality of his playing skills like he always does on real tables. Sad fool

DRAGON'S REVENGE

Call me Mr Picky (Morning Mr Picky - Jon) but wasn't Tommy just the most ridiculous thing ever. I mean, let's face it, a pinball table can be random at the best of times, especially after a few beers, so how come this deaf, dumb and blind kid sure played a mean pinball? Pants I say. Right, on with the review.

INFANTILE ARTWORK

I don't know how many of you have ever encountered *Dragon's Fury* but those who haven't, don't know what they've missed. It has for a long time been the best pinball game on the Mega Drive and part of its success was the surreal graphics, and every single inch of every screen was beautifully drawn. *Dragon's Revenge*, however, looks like the product of some infant school kid who's read one too many Conan Comics and reckons he's a bit of a fantasy artist. OK, so it's gameplay that counts, but with pinball, much of the gameplay is similar, no matter which table you're on and so each table needs a strong well-implemented theme to lift it up. Try as you might, when you're playing this game you'll keep wincing at some of the artwork.

The gameplay itself is actually not that bad and you'll get a pretty good game of pinball out of it. However, the

main features of the table and the bonus screens are very similar to *Dragon's Fury* only they aren't structured quite as well and don't seem to work as smoothly either. The main table is much larger than the screen itself, so naturally the whole thing scrolls around with the ball.

There are a number of chutes and separate areas to the table, each with their own sets of flippers, and in turn these areas throw up their own challenges. Also, as in *Dragon's Fury*, there are a number (three I think) of special features. For example, in the main section of the table there's a dragon's head. Hit it a couple of times and a few monster-type things appear. Kill them all with the ball and the dragon's mouth will open. Then it's simply a case of getting the ball into the dragon's mouth and you'll enter a bonus screen. The bonus levels are all similar in that you have to keep the ball in play while killing off all the enemies. Once this is done, a bubble appears with a prisoner inside it. Hit the bubble several times and the prisoner is released. This is not as easy as it sounds but it's still



Hit the dragon's head on the left and he starts to spit fire. Quite why, is a mystery to us but there you go

slightly more achievable than the bonus screens to be found in *Dragon's Fury*.

FEEBLE FOLLOW-UP

That really is all there is to be said. The bottom line, I suppose, is that newcomers and *Dragon's Fury* fans alike will get a damn good game out of this (albeit after the initial graphical disappointment) but it's still not quite up to the standard of its predecessor. This would be fine in any other game genre when the difficulty is in coming up with a whole new game based around the old theme, but this is pinball for God's sake. All that had to be done was maintain the graphical quality and come up with some new variations. Neither of these things have happened though, and what we have, while being a good pinball game, feels rather like an early prototype of *Dragon's Fury* and not its long-awaited sequel.

© Andy Dyer



PUBLISHER: Tengen

PRICE: £40

RELEASE: January '94

CARTRIDGE: 8 Mbit

CONTACT: Tengen 0604 790 785



One or two players can waggle their flippers



No skill levels. You're either good at it or you're not



Four balls plus a skill chance for an extra ball



Passwords are available; seems a bit pointless for pinball though



Er, it's a fairly big table with three bonus stages

GRAPHICS 7



SOUND 8



GAMEPLAY 7



GAME SIZE 7



ADDITION 7



NEW AND IMPROVED? ER, NO

While it still plays OK, *Dragon's Revenge* lacks the brilliant graphics of the original game.



Beautiful isn't it? Each feature of the original was wonderfully drawn



But for some reason the *Dragon's Revenge* visuals look a bit scabby



The bonus levels actually work in a very similar way. However...



... again, the scenery looks like it's been drawn in a bit of a hurry

GET A GRIP!



Makes your left-hand flipper waggle



Shakes the table about. Watch out for the tilt though



Makes your right-hand flipper waggle



Shakes the table about. Watch out for the tilt though

"Still a good pinball game but graphically inferior to *Dragon's Fury* and slightly less fun. Pity"



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Game Review

DR ROBOTNIK'S MEAN BEAN MACHINE



Before you ask, yes it IS the same Dr Robotnik – the round bloke to be found at the end of each level in those hedgehog-related platform games. The premise this time around doesn't involve any blue, spiky mammals, but it does involve yet another nefarious plan by the not-so-good doctor and, believe it or not, it's just as much fun as speeding along platforms collecting rings. No really! Maybe I'd better explain.

Robotnik has invented a cunning device called the Mean Bean Machine (if you hadn't already guessed – after all, the title is a bit of a give away), which he uses to capture little blobby creatures

It's called Puyo Puyo in Japan. It's got a blatant Sonic tie-in. It's still a bit good. Andy Dyer wants to play it some more. It's none other than Dr Robotnik's Mean Bean Machine!

(the beans) and do away with them.

To catch the beans, he uses a number of his rather odd side kicks, who go out of Robotnik's castle, round the beans up and drop them into a large vat. What you have to do is take on each of the side kicks in a battle of wits to try and free the beans.

The contest is set in a pair of the vats, as pairs of beans drop in from above. There are several colours of beans that can appear and what you have to do is guide the beans down the vat, turning them around and moving them from side to side to try and group beans of the same colour together. When a bean is next to another of the same colour, it will join on to its neighbour. Once four beans of the same

colour are touching, they will bind together and escape, causing any beans resting on top of them to drop down.

SEEN IT, DONE IT... DOIN' IT TOMORROW

Yes, I know it sounds a bit like *Columns*, but it's a bit more complicated than that. The first main difference is that you always play it in competition with another player (either a human or one of Robotnik's hench, er, things).

Every time a player releases a group of beans, a transparent bean will drop into the opponent's vat. The more beans you release in one go, the more rogue beans will be dropped. The problem with these beans is that they don't group together – they can only

be freed along with a group of adjacent normal beans. This can make clearing the vat a bit tricky – especially when about 20 of the little blighters come crashing in.

Once the vat is full and no more beans can be dropped in, the bottom falls out and all those cute, blobby, colourful little characters fall to their deaths. In case you haven't worked it out, that means you've lost. If, on the other hand, Robotnik's side kick loses, you go on to challenge the next, faster and more intelligent opponent.

It all sounds a bit simplistic, but then again so was *Columns* (or even *Tetris* if you want to go back that far). It's not quite as simplistic as these two games, but it is very easy to get the idea and start playing. Even if you do have a bit of trouble with the concept, there is a useful



Take that smirk off your face, you robotic swine. So what if I've lost?



GET IN THE MIDDLE OF A CHAIN REACTION

In order to really knacker your opponent, you need to create chain reactions of freed beans. This is done by stacking groups so that freeing one set will cause another set to drop together and form. This brings out a shout of "Yippee!" and slings a whole row of rogue beans into the other vat, causing loads of problems for your opponent. The more sets you get to link in a chain reaction, the more your opponent is buggered. This is where the real insults start to fly... None of which are printable here in the pages of MEGA.



Yes, free many beans – that's the idea. Oh, chain reactions are good too



Ha! The robotic swine doesn't look so happy when it's him losing



An angry monkey – how terrifying. I laugh in his face. Ha-ha-ha. See?



Coconuts? Beans? It's enough to make you feel a bit peckish

little training example during the intro, showing you how the game works along with a few hints and tactics to get you going. If this still isn't enough, there's an exercise mode to try before you take on the full-blown Scenario mode (when you've got all those strange creatures to battle against).

The presentation is all a bit tongue-in-cheek, with silly cartoon sequences explaining Robotnik's plan and some insults from the line of opponents before each contest. The bold, brash, cartoon-like quality of the scenes make it seem as though the game has been aimed at "the kiddies" (which I still think is a bit of a patronising concept), but why they've bothered is beyond me. After all, a good game is a good game, isn't it? And why should young(er) children have a different concept of what's a playable console game?

During the game there are some nice touches though, such as the faces of the computer players getting more upset as you gradually start to beat them and the little star bloke bursting his balloon to start the match (and when you pause he falls asleep on a little cushion... Aw!).

WHAT'S HE LIKE, ANYWAY?

Anyway, enough whining – onto the bit you've been waiting for. *Mean Bean*



That's it! The blues form to create another chain reaction (hence the little blue fireball), which makes Coconuts get a little bit hot behind the ears

Machine is a very good puzzle game (no matter how old you are). The concept is simple, yeah, and indeed you do get the impression that there isn't much of a challenge lurking in there. However, after a few games you realise that you really do have to think about what you're doing to get anywhere.

Completing a few solitary groups is easy enough, but if you don't master the art of setting up chain reactions you'll soon find yourself stuffed by the opponent.

As happens in many cases, the game is best played in two-

player mode, with human opponents hurling beans (and insults) at each other in a battle of wits. Having said that, it's still great fun playing on your own (if you know what I mean) since the computer opponents get more intelligent and the whole thing speeds up as you go along.

Getting all the way through the game will take some time, even though there are infinite continues and a password system to allow you to start where you left off last time around. Even if you do get to the end, the game's hook

GET A GRIP!



- Steer the beans down the vat
- Speeds up the descent of the beans
- Turn the beans clockwise or anticlockwise

is extremely powerful, keeping you hammering away at the joystick time after time (especially when a particular player has beaten you for the umpteenth time).

Don't let the seemingly innocuous exterior and simplistic appearance put you off. *Mean Bean Machine* is a devilishly addictive game which even haters of all things Sonic-related will love.

© Andy Dyer



Purple and yellow reactions abound as one of Robotnik's metallic henchmen wears a frying pan on his head



Well, that'll be it then. A diet of machine-steamed beans will obviously cause you to turn fat like this bloke



PUBLISHER: Sega

PRICE: £39.99

RELEASE: December '93

CARTRIDGE: 8 Mbit

CONTACT: Sega 071 373 3000



On your own against the machine or head-to-head with a mate



Easy, Normal, Hard and Hardest levels of skill



You lose and that's it, but there are infinite continues



There's a password for every level



There are 13 stages

GRAPHICS 7



SOUND 6



GAMEPLAY 9



GAME SIZE 7



ADDITION 9



"Sonic's not in it, but what's there is sweet-inducingly addictive fun. Fab stuff"



90 PERCENT

Game Review



Baleog puts paid to a nasty as Eric makes his way up the ladder

For how long have we been bemoaning the lack of originality in so many new Mega Drive games? How many times have we slated a new release for being "just another platform game", or "just another shoot-'em-up"? (These are all rhetorical questions, by the way, so please don't write in with any answers.) Well, *The Lost Vikings* is originality personified. If spanning new ideas were first-class postage stamps, this game could send Christmas cards to the population of China without a trip to the post office.

There are these three Vikings, right? They're all great pals and everything, living in the same small Viking village and going on macho Viking hunting trips together. But one night, as they sleep soundly in their Viking beds, this extremely peculiar and decidedly non-Viking space ship appears, and abducts them.

INTERGALACTIC MENAGERIE

It turns out that they've been removed from their natural



There's nothing Olaf likes more than hang-gliding into a bubble which will support even his fulsome weight

THE LOST VIKINGS

Put on your "cor blimey" trousers, don your "flippin' heck" vest, and button up your "good heavens" cardigan, 'cos Jon Smith reckons this game is absolutely fantastic

An utterly beautiful game with heaps of variety

Viking-type habitat by this evil space-travelling bloke called Tomator, who has (apparently) set up some sort of

intergalactic menagerie, and requires the three Nordic chums to become his latest exhibit. They, however, have other ideas, which is just as well really; the

prospect of sitting peacefully in a zoo, however high-tech and imaginative it may be, doesn't exactly fill me with high-octane "must-play" thrills. It is your task, then, to guide the fjord-fancying trio through the zoo's several different habitats, towards a final confrontation with the twisted genius behind the whole scam, and (hopefully) an eventual joyous homecoming.

You'll have to get them through 36 levels of very varied and increasingly complex puzzling platform shooting beat-'em-up adventure action as genre boundaries break down like B-reg



It's the expandable Viking! When any one of the characters puts the nozzle of that red pump to their lips, they balloon into a lighter-than-air, er, balloon

Skodas. The basic premise of the gameplay is that each of the three Vikings has a special ability, not shared by the others; you have to control them individually, to make them act as a successful team.

SWIFT, FIERCE AND STOUT

Eric the Swift can jump, so you'll often need to send him ahead of the

others to reach up for keys, or to scout out the terrain ahead. Baleog the

Fierce can fire arrows at beasts or switches, or slash nasties with his sword at close quarters.

Olaf the Stout has an almost superhuman capacity for Guinness – only joking – he has a huge shield, which he can use to protect himself and his companions, or place over his head to form a platform for Eric or a



NORSE CODE

Prior to their abduction, our three heroes led a perfectly normal life, in a tenth-century Scandinavian kind of way. True, each of them had very different skills and strengths, and the trio had to act as a team to get anything done, but at the end of every day, they'd settle down as neighbours, equally bearded and equally horned, and each, curiously with very similar wives. Perhaps they were sisters.



Eric the Swift reckons himself to be the leader of the gang 'cos he can jump. He's got red hair, too, but that's got nothing to do with it



Baleog the Fierce has an exceptionally short temper. You'd be wise not to jibe him about his ludicrous moustache, then



Olaf the Stout has a permanently joyful expression on his face. His wife would seem to buy her dresses from the same store as Mrs Baleog

VIKINGDOM

It's puzzling trap-trickery at every turn as the Vikings who are, at the moment, a bit lost, make their way through the several very different zones. Total co-operation is required from each member of the team if they're to overcome the many obstacles in their path. This situation in the Prehistoric zone is typical; Eric can jump over the lava pit, but how can the others make it across?



Faced with a seething pit of lava, our heroes seem stymied, so...



... Olaf and Baleog head up the ladder to face a slime-spitting snail



With the mollusc dispatched, Baleog shoots an arrow...



... knocking down a couple of stalactites. The pair return to Eric...



... to find that the stalactites have formed a bridge. Hooray!

hang-glider to slow his own descent.

This original mixture of action and puzzle solving places *The Lost Vikings*, gameplay-wise, right up there with *Lemmings* and *Krusty's Super Fun House*. But – and you can string me up by my eyelids and pelt me with hummus if I'm lying – it's even better than both of those fab games, because the involving and addictive premise has been lusciously developed into an utterly beautiful game with heaps of variety, new features to discover from level to level, gorgeous colourful graphics and a ton of humorous touches to boot.

The animation on the three characters, in particular, is wonderful; their separate personalities are effectively developed throughout the game with stacks of comic expressions and movements. You really start to care for them by the time you've chucked Olaf down a bottomless pit for the umpteenth time, and the team start moaning about how badly you're controlling them.

If I had to make one criticism (which I do, as I'm reviewing this game), I'd have



Baleog meets his evil red-headed alter-ego



to question the long-term longevity of the product. There's plenty to do on all the levels, and the later ones get very involving indeed, but you should zip through most of the early ones if you're concentrating, and with a password for each, you won't be returning to a level once you've completed it.

UNHYGENIC

Nonetheless, I guarantee you'll get a massive kick out of this game. The two-player mode, where you can each control a character, adds a whole new dimension, as you take it in turns to implement your strategies, while the other player co-operates as best they



Typical attack formation; Olaf fends off the bad guy as Baleog spikes him



By the light of the moon, any dead pals get resurrected for another try

can. *The Lost Vikings* had me glued to my Mega Drive in an almost unhygienic fashion; I'd heartily recommend this game to anyone who is looking for something a bit different, or something utterly, utterly fabulous.

© Jon Smith

GET A GRIP!



- ← → Moves the selected Viking geezer around and about
- (A) (with Start) transfers player control to one of the other Nordic buddies
- (B) Uses a selected object: chucks a bomb, opens a lock, that sort of thing
- (C) Jumps, shoots an arrow or raises your shield, depending who you are



Olaf's stupid expressions and blind faith make him my favourite character. Leave him alone for a while and he'll start picking his nose



PUBLISHER: Virgin

PRICE: £39.99

RELEASE: January '94

CARTRIDGE: 8 Mbit

CONTACT: Virgin 081 690 2255



Play this one either on your own or with a similarly "lost" pal



No skill levels; the levels are too well designed to need them



Each Viking can lose three bits of life before they pass away



You get a password after completing each level



There are 36 levels, and very enjoyable they are too

GRAPHICS 9

SOUND 8

GAMEPLAY 9

GAME SIZE 8

ADDICTION 9

"Gosh-darningly original and relentlessly addictive, this is one of my favourite games ever"



91 PERCENT

Game Review

Dune 2 is probably the punchline to an awful Terry Scott anecdote, but it's also a slick strategy game, as Andy Dyer found out

DUNE 2

THE BATTLE FOR ARRAKIS

Dune was one of those books that I never got around to reading, like War and Peace, The Lord of the Rings or Donkey Fancing for Beginners – although Paul would never lend me his copy of the latter. It's a huge, epic tale of feuding tribes set on a bizarre planet covered in a mystical spice (Dune that is, not Donkey Fancing for Beginners) and, if the film version is to be believed, it had a completely incomprehensible plot. Still, that's not deterred Virgin's programmers, who've turned all the sci-fi waffle into a pretty impressive and very atmospheric strategy game.

Dune 2 is played very much like other "God" sims, like Mega-Lo-Mania and Sim City. It's really very simple – you've got a few basic units to work with (different buildings and vehicles) and you have to use them to create a functioning base that both sustains itself and produces

enough to let you build up defences and attack enemy forces. In one of the first missions, you have to wipe out a nearby enemy base, but it's not just a case of charging in there with all guns blazing. No, there's the slight problem that you don't actually have any guns... or any troops for that matter.

SETTING UP BATTLE

All you begin each mission with is a building site and a few credits. You have to set up a spice-refining operation, which will bring in cash so that you can buy factories, barracks, build defensive walls and get a decent army together. Most missions have simple aims – earn a certain amount of money or destroy an enemy base – and once you've got your little base up and running you can think about sending out the lads.

You can build different types of units,

building site and a few credits. You have to set up a spice-refining operation, which will bring in cash so that you can buy factories, barracks, build defensive walls and get a decent army together. Most missions have simple aims – earn a certain



Oooh, I'm panicking now, what shall I do next? I suppose I'd better get some more spice mined. I dunno, it's a bit complex this game

ranging from weedy light infantry and trikes up to very powerful siege tanks and ornithopters, and the stronger the unit the more expensive it is to make. Once you've got a tidy force together you can go for the enemy base and test your battlefield tactics.

Sound boring? Need to wear an

anorak to play it? Well no, not at all actually. You see, Dune 2 is surprisingly playable and very engrossing. The game lets you in very gently, starting you off with some very easy missions, and gradually introduces new units and new aspects of the game – there's also an excellent built-in tutorial to help strategy virgins.

GET A GRIP!



Moves the cursor around the screen and highlights the different options for you to choose

- A** Selects whatever's highlighted by the cursor
- B** Shortcut key to automatically repeat your last menu action
- C** Speeds up cursor movement when held down



That little blue thing is your harvester, and it goes off looking for spice, then you call it back and make some money. Neat or what?

SPICING THINGS UP

Playing the game isn't half as dull as I was expecting; there's almost always

AH, THE SMELL OF IT...

Spice, not money, is what makes the world of Dune go around. This spice occurs naturally on Dune and is prized throughout the universe for its strange powers. Three feuding houses are vying to control the trade in spice and you can choose to join any of them. In the film the main hero is Paul Atreides, but the best thing about the game is that you can play as the evil Harkonnen if you want to. Right, let's give you a little rundown on who's who.

A WHOLE NEW WORLD

Your base has to become a self-sufficient world and it has most things that a normal civilised world has, apart from a McDonalds that is.



Finish the level and then take a look at how well you really did

something to be getting on with as you strive to complete your mission. For the first part of any game you'll be concentrating on getting things set up, but once it's done, play settles down into two main tasks – keeping the spice business going and storming enemy positions.

There's only a set amount of spice on each level and this acts as a time limit, as once it's run out you can't make any more... hang on, this review's sounding more and more like the bloody game manual or even worse the Open University RH107 Resource Management course. I'm sorry, but you know what this sort of game's like; all menus and icons and balancing your needs and wants.

I can't say that *Dune 2* is a thrill a minute (there are some long waits with



This is where you decide what you're going to use, and then you go back to the playing screen, wait for it to be built and then place it

not much going on at times, some of the victory conditions are a bit finicky and it can get repetitive) but I sat glued to the Mega Drive playing it for a good couple of days, so it's definitely got something.

Of the nine missions in the game, only the last four or five are challenging rather than merely time-consuming, but by the time you get to them, you'll need

to set aside a good few hours to attempt one mission and you'll find yourself agonising over every little decision after a while. *Dune 2*'s not really as complex as PC games of this ilk, but for the platform-weary Mega Drive owners it's a real change and definitely a lovely way to wile away a few days.

© Andy Dyer



House Atreides – The goodies of the piece, although sadly not THE Goodies – what I wouldn't do for a chortlesome half hour with those Seventies funsters. Who was your favourite? Mine was Graeme Garden; loved his sideburns



House Ordos – A collection of businesses and corporations which are absolutely ruthless in their pursuit of power, not unlike today's Conservative party, but at least the people of Dune don't have to put up with that John Major blokey



House Harkonnen – The despicably evil villains of the piece who delight in inflicting cruelty upon small children. Sting was one of them in the movie. And he was crap at acting. And he was that pervy bloke in Brimstone and Treacle as well



PUBLISHER: Virgin

PRICE: £39.99

RELEASE: December '93

CARTRIDGE: 16 Mbit

CONTACT: Virgin 081 960 2255



Just the one player



And there's just the one level of skill too



Lose a mission and the game's all over for your house



The password system enables you to start on any mission



There are nine levels

GRAPHICS 6



SOUND 8



GAMEPLAY 8



GAME SIZE 7



ADDICTION 8



"Looks dull, but it's a surprisingly playable strategy game that draws you into its atmospheric little game world. Lovely"



80
PERCENT

Game Review

AERO THE ACROBAT



Direct your attention to the centre ring. Jon Smith did, but was he amazed? Read on...

Crikey, cor lumme, just what the world needs; another platform game. Well, any new platformer is going to have to come up with something a little more adventurous than the mainstream stock of the Mega Drive market to get a good mark out of me, matey. So does Aero cut it?

SACK HIM ANYWAY

Well, Aero is a performing bat, who dazzles you with his feats of bravery and acrobatic showmanship. Oh yeah, and he has to save his circus and funpark from the dastardly sabotage attempts of the evil Edgar Ektor – if only Aero knew that they were going to sack him anyway, maybe he could have done a deal with Edgar. (You're making it up now, aren't you, Jon? – Andy). The game's four worlds are divided, quite appropriately enough, into acts.



It's the amazing uni-cycling bat! Yeah, like that's realistic



For some points early on in the game or to complete some of the goals in a later level, you need to jump through these hoops

The show begins under the big top in front of a capacity audience. Aero must make the show and the audience safe from the alliterated saboteur and his dastardly henchmen. Of course, this involves jumping through hoops, bouncing on trampolines, trashing some chaps on stilts and hovering like only a devilishly cool domestic bat-turned-circus-performer can.

SEMI-SET CHEESY FONDUE

Aero's hovering is actually pretty cool, and this, combined with weavy, windy inertia and some tight collision detection makes for some halfway entertaining and addictive gameplay. I use the words "entertaining" and "addictive" because I'm feeling generous. Like its SNES cousin, the feel of the game is like persuading a semi-set cheesy fondue from bowl to bowl with a warm, floppy spatula.

Take yourself out over level two through the funpark – roller

coasters, ferris wheels and those giant swing things. Each level has its own boss. This one, like the rest of the game, is a success in terms of graphics and animation, but a disappointment for anyone on a crusade for gameplaying creativity or innovation. And so it goes on. Into the woods for more of the same – a roll in a barrel and a trip down the rapids. Haven't we seen all this before? Yeah, but this is the first video-game bungee jumping I can think of, and thus drew a big juicy thumbs-up from the hangers-on that inevitably gathered round the screen.

I approve of games in which you can customise joypad controls, so Aero can claw himself an extra mark or two. There are enough original props and stunts to make this game bubble towards the top of the heavily congested vat of platform games, but despite an attractive hero and some quite pleasant moves, it doesn't shine.

© Jon Smith

FIRED FROM THE CIRCUS

When the directors of Grimwold's Traditional Crunchy Nut Biscuit Circus sat down that evening to do the accounts, there was only one course of action open to them.

GRIMWOLD: We're losing business to those newfangled French geezers with their

chainsaws and motorbikes.

GRIMTHORP: What, the Archaios bunch? They're really quite funny.

GRIMWOLD: Yes, those garlic eaters.

GRIMFEET: We've just got to cut costs somehow.

GRIMEY: Let's get rid of that mouse with wings.

GRIMLYFIENDISH: The one who failed to save



us from Ektor 'cos he could only get to the third level?

GRIMFEATURES: No, the one named after the chocolate bar.

GRIMTHORP: Aero the Acro-Bat.

Aero the Boring-After-Twenty-Minutes, more like. Bring on the special cannon. And thus it came to pass, Aero was fired from the circus. And was never heard of again.



PUBLISHER: Sunsoft (IMPORT)

PRICE: £44.95 (CHECK WITH CONTACT)

RELEASE: Out now

CARTRIDGE: 8 Mbit

CONTACT: Dream Machines
0429 869459



One at a time if you please



No skill levels I'm afraid



You start the game with three lives but you can pick up more



Sorry, but there's no password or battery back-up in the game



There are four zones with four or five levels in each

GRAPHICS 9

SOUND 6

GAMEPLAY 7

GAME SIZE 7

ADDICTION 5

"An interesting but ultimately predictable platformer, saved by fine graphics and a spot of bungee jumping. The words 'ho' and 'hum' spring unavoidably to mind"



70 PERCENT

When having a chat with Paul Mellerick you sometimes get the impression he's punch drunk. No wonder he likes this game so much then

BOXING LEGENDS OF THE RING

Apart from a certain game called Muhammad Ali's Boxing, most boxing games, pardon the pun, tend to be a bit hit or miss. So when an import boxing game comes in from new Sega people, Electro Brain, what you're not expecting is the most playable and tough boxing game to ever grace the Mega Drive.

ENTER THE SQUARED CIRCLE

I won't go into the rules of boxing or anything like that, and I'll quickly mention the fact that there's a two-player option, a Career mode (where you get to work your way through to world champion) and a Legends mode, where you and up to seven other players get to enter a knockout tournament using the eight middleweight champions. Good, now that's out of the way I can move on to all the good points about the game. Oh, but where to start...

Right, let's start in the most obvious place; the graphics. You play the game as if you were as tall as the boxers and you were standing just outside the ropes. This means you can see the back of one boxer and the front of the other. The ring doesn't move around or anything fancy like that, but it does move from side to

The most playable boxing game ever



The Super Punch, shown here, will really knock back...

side to give you some breathing space if you need it. Using the viewpoint and the control system, which I'll get to in a minute, you get so close to the action that you swear you can actually feel some of those punches connect.

Also on screen, at the top, are two pictures of the fighters, and these are your energy bars, sort of. As you get hurt by your opponent, or indeed you beat seven shades of whatever out of him, the pictures become bruised and battered, indicating that the person is not feeling very well at all. Just below the picture is a boxing glove. This is your punch meter. As you punch, whether you connect or not, this goes down. To make it go back up you need to rest for a while. But how do you make those punches reach their target?



... your opponent if you can land it on his chin as demonstrated

FINDING YOUR TARGET

The control system seems complex, but it is actually very easy to use. Button A controls your left arm and button C controls your right arm. You then use Up, Left or Down on the pad in conjunction with either button to punch. You can also jab using just button A. Then simply use the pad to move. All this works together really well and the number of challenges for you to take part in makes the whole thing last that much longer. Of course the computer opponents are a bit on the simple side, but they do get tougher as you progress. For top fun though, try it with two players.

✪ Paul Mellerick



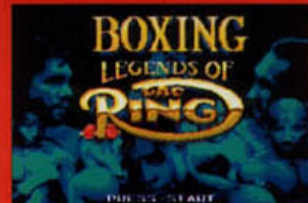
GET A GRIP!



- ⬅ ➡ Move left, right, block or punch
- Ⓐ When used with the control pad this button uses your left arm
- Ⓑ This button allows you to dodge an attack
- Ⓒ When used with the control pad this button uses your right arm



And the award for "Screenshot of the Issue" goes to Paul for this rather excellently-timed effort. Expect to see more like this next month



PUBLISHER: Electro Brain (IMPORT)

PRICE: £44.95 (CHECK WITH CONTACT)

RELEASE: Out now

CARTRIDGE: 8 Mbit

CONTACT: Dream Machines
0429 869459

Two can play at once, or you can enter an eight-player tournament

The matches get harder as you progress through the ranks

You've sort of got infinite lives, I suppose

A password is shown at the end of each match

You have to beat nine fighters to reach the top

GRAPHICS 8

SOUND 7

GAMEPLAY 7

GAME SIZE 7

ADDITION 9

"A top boxing game. Playable, tough and some of those punches... ouch!"

80 PERCENT

Game Review

F117 NIGHT STORM

Sometimes you should just give up what you're doing and go back to bed. With this game, Paul Mellerick finds the perfect cure for gaming insomniacs

It's not a very warm day today; in fact you could say that it's bloody freezing. So when you get into work, hands just beginning to regain that lovely (and much underrated) sense of touch and you're forced to play a dull and tedious flight sim, you tend to want to go back home, snuggle under your *Sonic 2* duvet cover and drift off back to the land of Nod. But life isn't like that, and instead you end up spending valuable kipping time doing this review.

I WANT MY BED

It's not that I don't like flight sims (I mean *LHX Attack Chopper* is pretty good) but if



Complete your training mission and you will receive some points



If you prefer one type of missile to another, or you want a complete array of weapons, this the screen for you. Weapon select ahoy!

you're going to make one of these games, you might as well try to do something interesting with it. I suppose *F117 Night Storm* has the advantage of being all top-secret with this stealth thingy, but we've had a go at mission seven of *Jungle Strike*, so it's not really top-secret anymore.

But then there's all the different modes. A nice touch to the game is the Arcade mode, where you can set limits to the number of objects you need to take out or even set a ridiculously large or small timer for the mission.

You also have unlimited fuel and ammunition, so it's sort of a cross between a flight sim and shoot-'em-up, for what it's worth. Then there's the real guts of the game – the Campaign mode. This mode is made up of 30 missions, which take you from basic training to nine different theatres of combat. And while this sounds routine stuff, when you actually get up and start flying, you come back down to Earth with a thud.

A bland, slow and dull little game



Pause the game to check the map and the different viewpoints



Your training details need to be read with keen eyes. Don't miss anything

SMALL, AND HORRIBLY FORMED

We've all seen flight sims, and we all know that even at the best of times the scenery can look a bit sparse, but *F117 Night Storm* is the nouvelle cuisine

equivalent of these games. And even when something does appear on screen, you're never sure whether it's a hill, a tank or a small mountain. And the graphics are fairly undefined as well. Even the speed of the game is a bit on the slow side. Also, the fighter isn't that responsive... the list is endless.

In fact, I've had enough of this review. If you're a bit desperate for yet another flight sim, you'll probably think this is the bees-knees, but for most gamers it will appear the bland, slow and dull little game it really is.

© Paul Mellerick



PUBLISHER: Electronic Arts

PRICE: £44.99

RELEASE: December '93

CARTRIDGE: 16 Mbit

CONTACT: EA 0753 549442



There's only room for one in the cockpit



You won't find any skill levels in here



You've got an infinite number of lives really



A password after each successful mission in the Campaign mode



There are 30 levels in the Campaign mode

GRAPHICS 6

SOUND 6

GAMEPLAY 5

GAME SIZE 7

ADDITION 2

"Bland, slow and very tedious. A game you really have to trudge through to get anywhere with"



48 PERCENT

GET A GRIP!



- Control the flight of your fighter
- Select an alternative weapon to use
- Switch to the Bombsight mode for laser targeting
- Fire the selected weapon



Dictators
at the Great
British Seaside

Nº4 Saddam Hussein
at Cromer

Virgin

Game Review

The two coolest game characters in the funkiverse return for another groovy, and very welcome, outing. All of which begs the question: why on earth did we get Paul "Milletts" Mellerick to review the game?



Bunions Brothers coaches now operate excursions to hell. Sightings include large mushrooms, creepy geezers, Robert Maxwell and a one-way system



Zap yourself into the bonus zone and look like a Tony Hart creation...



... and pick up wedges of funky bonus type extras. Hurrah!



Earl has managed to locate one of the Funk Orbs. Each level has one and they endow you with a special power for the duration of that level

TOEJAM

Are you a cool dude or dudette? Are you by any chance a dedicated follower of fashion? Do you own more than five pairs of jeans in assorted pastel shades? If the answer to any of these questions is yes, then you'll know exactly where ToeJam and Earl are coming from. These two aliens, you see, are the funkier organisms in the universe.

ToeJam and Earl live on a planet called Funkotron. They groove around, listening to popstastic tunes, while chilling out in their odd world. The inhabitants of Funkotron live for good times, big breaks and tunes so heavy on the bass that they'd wobble the bottom of Kate "Slimfast" Moss.

In the guy's previous adventure, their spacecraft crash landed and they ended up in an odd dimension, chock full of peculiar earthlings. When they finally managed to get their ship rebuilt they brought a few of the blighters back with them and now the beloved funky homeland has a plague of tedious earthlings on it.

shower-man. This odd chap lives in a box, which he occasionally puts down and showers in while shouting out "Figaro, Figaro, Figaro". He's only vulnerable to attack from the old jam jars when he's showering; when he's in his box you can't touch him, but he'll make a point of bumping into you and apologising for it.

He's not the oddest earthling on Funkotron though, oh deary me no. Amongst others, you've got the spoilt brats (a boy who throws tomatoes at you and a girl who kicks you in the arse), the boogie monster (who creeps up on you and goes "boogie, boogie, boogie"), the tourists (if they fire off a flash picture, you're stunned for a moment), the fat cupid (who makes you laugh really badly) and the poodles (who bite you right in the bum).

They're a terrifying bunch, and the only way to get rid of the blighters is to bag them up, whack 'em in a jar and ship them off to space. The idea's to systematically sweep the planet, rounding them up and trying to stay fully grooved up and alive in the process.

LAUGH GIGGLE SNORT

ToeJam and Earl 2 stands head and padded shoulders above the rest of the pack. It does so by being a brilliantly designed game with stonking graphics and a sincerely brilliant sense of humour. This odd Californian-style funniness pervades every pore of the game, from the graphics to the utterly smart tunes.

Let me paint you a picture. There's a portion of the game in which ToeJam and Earl have to do a spot of swimming. They've got 40 seconds to get down to the bottom of a pond, grab the goodies and do a swimmer (as opposed to a runner) to the surface. But wait, you've

EVERYTHING'S GONE PEAR SHAPED

Right then, the earthlings are running amok on Funkotron and our two heroes (yes you can have two-player action) have to collect them up in jam jars and lob them into a spaceship for a swift return flight to earth. Of course (this being a game and all), things are never that easy and the earthlings have some jolly

annoying habits. Take, for instance,



No, no... erm... no it still doesn't ring a bell. Is he a member of the Masons? The Roundtable? The Argos catalogue club? P-Funk? Oh well

AND EARL 2

GET A GRIP!



- 1 Move our two heroes around
- 4 Use the "funk" man. Or something like that anyway
- B Capture those little earthlings with the glass jars using this button
- C If you need to reach a higher platform, jump up there using this one

run out of air. The solution: suck the air out of an unsuspecting fish and check the look of surprise on its face.

Or how about this. All over the levels are these springy fungus growths. Now ordinarily these are used to spring you up onto otherwise unreachable platforms. However, should there be a parking meter next to the fungus, you can take five for a spot of recreational bouncing. Drop a coin in the slot and three judges appear. It's up to you to do as many spins and loops as you can before you plop down to earth. The better you do it, the more the judges award you and the more "funk" you win.

ToeJam and Earl is packed full of these brilliant little asides, which add a hell of a lot to the game. All of which means that rather than just plodding around getting your earthlings captured, you try doing the most bats-arse things in



With the Funkopotamus out of the dimension, all the funk's leaving Funkotron. Hence the moody black and white nature of this landscape

the hope of a reaction. Nine times out of ten you'll find another little secret bit.

GROOVE ON DUDE

It's so obvious when a bit of TLC has been lavished on a game. It lifts the game from the realm of the obvious completion to the kingdom of the recreational fiddle. You know the kind of thing: "Hey, let's play *ToeJam and Earl* and see if we can bounce a bowling ball off the Laughter Goblin's head." That, my dear friends, means that long after you've completed the game, you'll be plucking the cartridge off the shelf and having a play.

But there's more. *ToeJam and Earl* scores big points because it's just as much fun to play on your own as it is with two players. On your own you can please yourself and toddle around all over the

planet Funkotron. Get a mate to plug in his joystick and you can get the fat guy and the red three-legged dude doing formation jumping and high fives.

I loved the first *ToeJam and Earl*, but it was criticised for getting a bit boring after three-months solid play. *ToeJam and Earl 2*, however, has a longer shelf life than Lenin and more plays-per-buck-spent than *Micro Machines*. Alright, so ultimately it's a side-on platformer, but it's so chocker with funny bits, so sumptuous to look at and so righteously funky that you'll be rushing out to buy outrageous blue and white shorts and a pair of Ray Bans before you can shout "I feel good, I knew that I would now" in a cod James Brown voice. Buy it.

Paul Mellerick



Shake the tree, grab the earthling. But wait, that man's butt naked



Either that "thing" has just exploded or this is a bizarre sub-game



Meanwhile, in Mac Daddy Meadow, Earl considers asking Virginia Bottomley just what makes her such an authority on fat people



PUBLISHER: Sega

PRICE: £49.99

RELEASE: January '94

CARTRIDGE: 8 Mbit

CONTACT: Sega 071 373 3000



Two-funkster action



You can turn the help function on and off



Three grooved-up lives



You get a password for each level you complete



Each level has four or five areas or streets

GRAPHICS 9

SOUND 9

GAMEPLAY 9

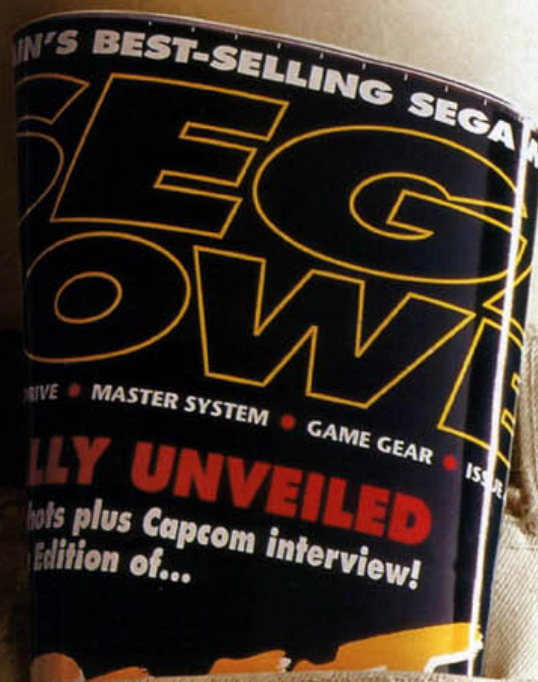
GAME SIZE 8

ADDITION 10

"Tricky, addictive and fashion conscious. What more do you want?"



92
PERCENT



**SHE'S
GOTTA
HAVE
IT....**

**SEGA
POWER**

**ON SALE THE FIRST
THURSDAY EVERY MONTH**

If you thought a sequel to *Rolling Thunder 2* could only be an improvement, you'd be wrong. Paul Mellerick hopes this is the last in the series

ROLLING THUNDER 3

With respectable games like *Revenge of Shinobi* and *Chakan* on the market, we could do without games like this marring the genre? The game boasts, on the box at least, 12 Mbits of motorcycle mayhem, hot new moves, hidden areas and powerful new weapons. Don't be fooled. Yeah, it has the potential for a good game but it falls short by a long margin.

The history of this once-cult game started well. In 1987 *Rolling Thunder* came out in the arcade and attracted suitable interest. Then came the sequel, a marvel in its own right that was welcomed by many. This version was so popular that a conversion of the game was released for the Mega Drive. *Rolling Thunder 2* didn't impress us (60% - Mega Gold). The only thing the game really had in its favour was the two-player option but that wasn't enough to make you overlook the limited movements and naff soundtrack.

TWO CAN'T PLAY AT THIS

In *Thunder 2* you played the role of either Albatross or Leila, or in two-player mode

you played both. In *Thunder 3*, however, your operative is Jay, and while Al and Leila are with operations against Gimdo, the leader of Geldra (*Thunder 2*), you have to locate Dread, second in command. Still with me? Good.

Unfortunately, somewhere along the line the programmers left out the two-player option. This is very bad news, considering that this was the only part of the game which prevented *Thunder 2* from being a complete disaster.

For those who don't even remember *Thunder 2*, you had to scroll through the levels with the option of using the balcony above you, which you had to jump up on to or down from. *Thunder 3* works in the same way, except you have more varied weapons and you can walk, ride, and jetski past the enemy.

JUST NOT GOOD ENOUGH

The difficulty curve of this game is progressive enough to make the game last a bit longer than *Thunder 2* and careful planning of the use of special weapons is essential. However, games such as *Flashback* have shown what,

Along the way they missed out the two-player option



As a break from the norm, you get to ride up the highway...



... or jetski over the ocean, just off the coast of California

graphically, the Mega Drive is now capable of, so why should we still accept graphics of this nature? Isn't it about time that this type of scrolling platformer became extinct to make way for games with more varied gameplay? We think so.

© Paul Mellerick



A trip through the streets of Vegas is never without its problems



Level eight has overhead cannons, but you can't see them here. Sorry



There's nothing like the feeling of finishing off a mutant horse-type robot thing with a M-16 rifle; unless of course you like mutant horse-type things



PUBLISHER: Namco (IMPORT)

PRICE: £40 (CHECK WITH CONTACT)

RELEASE: Out now

CARTRIDGE: 12 Mbit

CONTACT: Dream Machines
0429 869459



Sadly, only one player at a time



There is just the one level of skill



You can choose to have three or five lives



A password system that registers the level and weapons used



There are ten rounds and some hidden areas

GRAPHICS 6

SOUND 4

GAMEPLAY 5

GAME SIZE 7

ADDITION 3

"What you expect from this game and what you actually get are far removed. Such a pity"



56 PERCENT

**IF YOU WANT
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ABOUT**

SEGA

then don't miss the January issue of

**sega
ZONE**

**It comes with a free book all about
them, you see.**

(For full details, see page 85.)

Don't, like Paul Mellerick, make the mistake of thinking that just because you're a comic fan you'll love this



SPIDER-MAN VS THE KINGPIN



Why, when Spidey's got a beautiful wife like Mary-Jane, does he feel compelled to spend his evenings in a sewer?

Now, in case you didn't know, I'm a huge comic fan, so the very first game I bought for my Mega Drive was the original *Spider-Man*. And I'll be blown if it wasn't a bloody great game. It took me about six months to finish and I don't think I've enjoyed a game quite as much since. So when we got *Spider-Man* on the CD, I almost wet myself.

SAME OLD SPIDEY PLOT
Anyway, I suppose I'd better give you a

rundown on the plot. The Kingpin, Cyril Smith lookalike and all-round not particularly nice chap, has planted a bomb in the city, and has blamed Spider-Man, ie you, for having done so. So you have to find the bomb and defuse it, by fighting your way through thugs and supervillains.

Now this may sound a little familiar to those of you who've played the original game. In fact it's completely identical, plotwise, to the original. The differences here are mainly in the size. You have a fairly huge city to swing your webs across, and unlike the first game, there isn't really any set order in which to play the game. You still have to take the main villains in order, starting off with Dr Octopus, and coming up against the Lizard, Electro, and Spidey's arch enemy, Venom, along the way.



Spidey reveals his secret love of bondage to a surprised Electro



The map of the city, with the Lizard slap bang in the middle

GAMEPLAY REGRESSION

All of this looks quite good on paper, but the real problem is with the game itself. When you have a revamp of a game, from cartridge to CD, I must admit that I usually expect the gameplay to be as good as the original. Is that so unreasonable? The programmers have a huge amount of room to play with. So how the hell did they manage to make an "improvement" that has worse gameplay than in the original? It's fiddlier, and there are a few really annoying aspects, such as how you crawl faster than you walk.

There are a few things, however, which do improve the gameplay. They've included a password after each monster so you don't have to restart from the beginning each time. Also, you have to collect comic books which are scattered around the city. Each one is an exact replica of a real issue of *Spider-Man*, but you wouldn't really know that if you weren't a fan, so never mind about that.

Basically this is a somewhat tedious game, that isn't really a particular improvement over the original. It's a lot more challenging, but you'll get bored fairly fast. The music, however, is really quite impressive.

© Paul Mellerick



PUBLISHER: Sega (IMPORT)

PRICE: £45

RELEASE: Out now

MEGA CD: You'll need a CDX Pro adaptor to run this on a British Mega Drive, unless you wait for the official version of the game to come out in January.

CONTACT: Gamesville 0293 541953

- You're Spider-Man and you're the only Spider-Man
- Three levels of skill: Easy, Normal and Hard
- One life, but you get infinite continues 'til your time runs out
- You get a password after each major villain
- There are absolutely loads of stages

GRAPHICS 4

SOUND 9

GAMEPLAY 7

GAME SIZE 8

ADDITION 6

"Unfortunately yet another disappointing CD update on a classic game. Only get this if you're a HUGE Spider-Man fan"



68 PERCENT

GET A GRIP!



- Up, down, left and right. Très original
- Punch da baddies
- Your handy web button. Shoot webs either as a weapon or to swing about
- And this is your jump button



Once again Paul Mellerick delves deep into this month's batch of import releases to bring you the latest sorry-but-they're-not-very-good-really games. And here they are...

DASHIN' DESPERADOES

Have you seen the two-player head-to-head racing bit from *Sonic 2*? Not really very good is it? Well imagine, if you can, a whole game based around that concept. Doesn't exactly fill you with confidence does it? The aim of the game is



straightforward enough; you (and either the computer- or human-controlled opponent) both fancy this woman. Only she's playing a

bit hard to get so you must race each other in order to win her affections.

You race along the split-screen scenery, over and around obstacles in order to reach her. The first one to touch her wins the stage and gets some points. And then you do exactly the same on the next level. To stop you winning, your opponent can throw bombs at you, roll or collect the different power-ups scattered about the level, unless you get to them first, in which case you can do the same to him. Work your way through the six worlds and the girl is yours.

This game relies too heavily on the racing aspect in the vain hope that you'll forget you're playing a sad game and concentrate on beating your opponent.



And here's the bird in question

Yes, there's an element of rivalry involved, but the whole process is tedious and repetitive and after a while you couldn't care less whether you get the girl or not. Take a tip; go to a nightclub with your best friends and try chasing some real girlies instead; it's a lot more fun.



Thanks to the jump button you can dodge most of your enemy's attacks



But if you do get hit, you'll be stunned for a couple of seconds

P.T.O.

Do you remember our first ever round-up a couple of issues back (number 14 to be precise)?

If you do, do you remember a strategy game called *Aerobiz*, in which you controlled this big airline business and you then run the airline and make lots of money? It was a bit slow to play, but well presented. Basically, if you like that sort of game, you'd have loved it.

The reason for all this wibbling is that this month, from the same company as it happens, we've got another one of those



Zzzz... Oh, what? Sorry, I thought something happened... Zzzz...

games that if you're into, will be fab, but if you're not, will be really boring. It's called *P.T.O.*, short for Pacific Theatre of Operations, and it's all about the Allies against Japan in the Second World War.

Basically, it's a war/management sim in which you take control of your forces and attempt to destroy them or make them surrender. It's all very slow and laborious but all accurate and precise too. It's just a simple matter of whether you actually want to play this type of game. It's very, very slow, which may put some people off, and the graphics are a bit dull to say the least. But if you're looking for a Second World War sim in which you can pick which side you want to be, then this game could be for you.

PUBLISHER: Koel

PRICE: £40

RELEASE: Out now on import

CARTRIDGE: 8 Mbit

MEGA SAYS: A slow and dull-looking war sim, but if war's your thang, then this might be the game for you. **68%**

MC DO TREASU



PUBLISHER: Sega Japan

PRICE: £40

RELEASE: Out now on import

CARTRIDGE: 8 Mbit

MEGA SAYS: A pretty and playable platformer, but too basic for hardened gamers. **55%**

CRASH DUMMIES

Are you ready for some wild and wacky fun with those lovely crash dummies? Well if you are, I suggest you watch the cartoon series instead; it's a hell of a lot more absorbing and at least ten times more fun.

Get this, right, the Crash Dummies are mannequins who sit inside cars and things and check out the safety features. But these guys are out to make the whole world a safer place to be in, so they're special dummies. Anyway, all this transforms into a platform comedy shoot-'em-up, that uses the ability of the dummies to lose limbs and still run around, as its comedy feature. Call me sick if you want to, but when you lose both of your legs and swing around on your hands, draggin' your body as you go, it definitely tickles



Collect the "A" power-up to float to all those inaccessible places



You've beaten the first-level boss, but lost a few limbs in the process

the old humerus bone. But that's the only highlight of the game. It's true that the characters will appeal to the kids, but calling this a kids-only game is a cop out.

The very simplistic structure of the game, the repetitive gameplay of the levels and the general easiness of the whole thing means the most novice of gamers will work their way through it sooner or later. It's just another case of the licence winning over the gameplay.

PUBLISHER: Acclaim

PRICE: £39.99

RELEASE: Out now on import

CARTRIDGE: 8 Mbit

MEGA SAYS: A very simplistic game that provides no real fun for the gamer.

49%

NALD'S RELAND

The Mc is back. Yep, for some strange reason, only known to those who can comprehend Japanese culture, Sega Japan have seen fit to release a lovely tie-in game with that fab(?) character Ronald McDonald. The first McDonalds' game (that *Global Gladiators* thingy) wasn't a success gameplay wise, so the Japanese have gone for



Here's Mr Tomato-Man, and a very easy man to beat. Puree, anyone?



Loads of colours, loads of platforms and OK gameplay. How original

that cute jumpy-type platform game they know how to do so well.

There are four worlds for Ronald to get through and the first three all have pieces of a treasure map that Ronald would like to have. They're not hidden or anything; it's simply a matter of working your way through the sections of each level and then defeating the boss. The graphics are colourful with well-defined characters, and Ronald has that trademark "baggy" look. It plays all right, but is very short and a definite one for that smaller member of your family who likes to go to McDonalds for his birthday and actually believes that Ronald is real and not just some sad bloke dressed up like a fat clown.

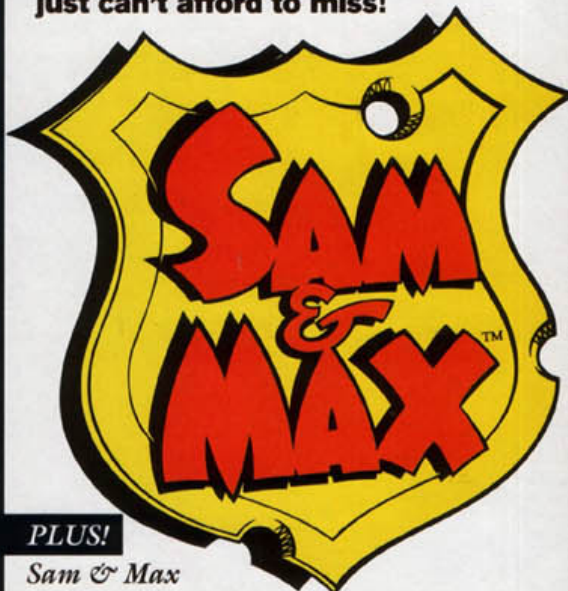
PC GAMER

THE ULTIMATE

1994

GAME PREVIEW

This month we look forward to 1994, with a giant guide to the New Year's best games. Starring over 50 of the hottest new releases, from *TIE Fighter* to *Pacific Strike*, it's one feature you just can't afford to miss!



PLUS!

Sam & Max reviewed! It's

LucasArts' funniest ever game! Find out what makes it so good here!

AND! All the top Christmas reviews, from *Rebel Assault* to *SubWar 2050* to *Aces Over Europe*. And, in *Terminator: Rampage*, we've got the best *Wolfenstein* lookalike cover demo you've ever seen.

NOW, MORE THAN EVER, YOU CAN'T AFFORD TO MISS IT!

Issue 2 on sale
Thursday, 23 December

IT'S THE IDEAL CHRISTMAS
HOLIDAY READ!

Feature

WHAT'S NE FOR 1

Officially, Sega are keeping their cards close to their chest - but Mega Drive gameplayers demand to know what's coming in 1994. Neil West sniffs around States-side to find out just what the world's number one video-games company has up its sleeve for next year



W 994?

First off, let's just explain Sega's tight-lipped policy. Sega USA is the place where all the really exciting new developments first see the light of day: the Virtual Reality add-on, the first DSP titles, and maybe (just maybe) the new Saturn console. But the USA is also the place where competition in the video-game market has never been hotter (3DO and Atari's Jaguar are making waves bigger than the Californian surf) and also the scene of the world-famous CES (Consumer Electronics Show). So what? Well, Sega don't want to warn the competition of their plans any earlier than is necessary, and they're saving all their big news for some "special announcements" at the next CES in January – when all the industry will be listening.

But MEGA readers don't want to wait until February to find out what's in store – you want to know now. So let's sniff around behind the scenes to see if we can find out just what is being prepared...

So, let's pay a call into one of the world's top third-party developers to see what new kit's being experimented with. Now to say that Sega are security conscious is like saying that the Pope is slightly religious, when it comes to letting slip details of any new piece of hardware before they feel the time is right. So – to avoid any visits from Sega's heavy boys



Sega's VR headset. Out in the US next year, still hoped to be sub-£200

– let's just call this developer, ooh, something completely anonymous – Mr Pants seems innoc... eh? What's wrong with Mr Pants? OK, OK, Mr X then.

SEGA'S COIN-OP SPIN-OFF

So then Mr X, what's this new piece of development kit sat on this desk then, eh, eh, EEH? Wouldn't be a Sega Saturn by any chance would it?

"Err, might be."

It is isn't it?

"Maybe, maybe not – erm, that's for me to know and you to find out."

Considerable threats of violence and not just a little begging later, Mr X is prepared to admit that yes, his development company is one of many software kits currently in possession of Saturn – the next generation of Super Console from Sega. He's also prepared to reveal a little of what it can do.

"It's hot. It's easily just as powerful as Atari's ultra-hyped Jaguar console. Saturn is basically just a spin-off of Sega's coin-op technology."

But which coin-op? Word a while back reckoned that Saturn would basically be the guts of a *Virtua Racing* coin-op, but surely it's not that powerful?

"It's more powerful than *Virtua Racing*."

WHAT? And Sega plan to release this as a home-console for less than \$300?

"Evidently, yes. Saturn, as we have it here, could easily do everything *Virtua Racing* the coin-op does and more besides. There are all kinds of specialised custom hardware that could texture map the cars in *Virtua Racing* – making it look a whole load more realistic – without losing any of the speed of the original."

SATURN SOFTWARE

So will games be on cart, on CD or both?

"Ah, now this is something that hasn't been decided yet. It seems to me ludicrous to offer so many powerful hardware features if you're not going to include a CD drive – what's the point of being able to texture map 3D polygons in real time if you don't have enough memory on a cart to provide the hardware with all the data you want manipulated? But, Sega are obviously



Virtua Fighters is based on the same coin-op technology as *Virtua Racing*. No doubt work will start on a Mega Drive version in the new year

worried about losing control of games manufacture so may want to restrict all games to carts – that way, they can more easily control who manufactures them."

Another alternative is that Sega may promote "playing by wire" as an easier way of loading games. As reported in MEGA issue nine "The Sega Channel" is already planned in the USA – a cable TV channel that will enable viewers to download games from a central library straight into their Saturn Console – without ever having to worry about carts or CDs. This would solve the problem of cart space altogether – and should end up a whole lot cheaper for the gamesplayer as there's no actual purchasing of physical objects involved. This is all still pie in the sky, however, but what is known is that Saturn will come complete with all the necessary adaptors needed to plug into a TV cable network...

"The Saturn is just as powerful as the Jaguar console"

VIRTUA RACING UPDATE

Anyway, let's leave Mr X now (he's said all he feels he can say without getting in trouble) and let's ring up a top geezer in "the biz" who's seen the latest version of Mega Drive *Virtua Racing*...

So why's it been so long to appear?

"Ah, well, to be fair to Sega it hasn't really, it's just that the press got news of its development way back at the first stages of its conversion, and it always seems to take games ages to be completed. There was a hold-up when Sega had to choose between two different DSP chips, but now that's been sorted out it's full steam ahead and gamesplayers can expect the release of Mega Drive *Virtua Racing* early in the New Year. I can tell you that it's just as fast as the coin-op with all the features in the arcade original."

A DSP chip, in case you're wondering, is basically Sega's equivalent of Nintendo's Super FX chip – A

separate hardware chip that's included in a cart to turbo-charge the Mega Drive and speed up the processing power. Now let's move onto the Virtual Reality headset and a top secret contact in Sega's development labs...

VIRTUAL REALITY PACKAGE

"The four titles due for release at the same time as the VR package are now ready. Firstly, there's *Nuclear Rush*, in which the player gets to be a space-age pirate driving a hovercraft through robot-infested wastelands," reveals MEGA's contact.

"Next there's *Matrix Runner*, a game set in a futuristic cyberspace. This game's kinda weird, but it's designed to show off the VR effects to the max. Next is a game which should be really hot – *Outlaw Racing*, a dirt track racing game pitting you in a hot rod against 20 rival cars. Lastly there's *Iron*

Hammer which is another shoot-'em-up game similar in style to *Matrix Runner*."

There's no definite news of a release date yet, but Sega insiders figure the head-set will be available by next summer.

THE FUTURE OF DSP

What else do Sega have planned? Well, the inevitable success of *Virtua Racing* should also lead to a series of DSP games, hopefully including a conversion of Sega's coin-op beat-'em-up *Virtua Fighters*. All should be clearer after the CES in January, but from what we already know, the future looks very bright indeed.

MORE ON '94

Now turn the page to find out what the industry's biggest names have to say about the year ahead, and discover what software they have lined up...



Feature

WHAT'S NEW FOR '94?

As we get to the end of the year (or the start of the new one, if you bought this issue really late) and the mad rush to bring out games in time for Christmas is over, you may be wondering exactly what is going to happen to software in 1994. Even though there may be talk about new machines (we've covered the future of the Saturn on the previous two pages), there are still a lot of Mega Drive owners out there and they need to play games. So what do the people who make the games, the software companies, think 1994 is going to be all about? Will software rule or will the new hardware cause another upsurge in the popularity of the console? Well we asked the people in the know, and the following is what they came up with. Also, check out the boxouts over the next four pages to see exactly what each individual software house has got lined up for next year.

Question 1: With machines like the 3DO, the Jaguar and the CD32, will the Mega Drive be overlooked in terms of new/original software?

When you want to know what's going to happen during the next year on the Mega Drive gaming scene, there's only one thing to do. Put on your "investigative journalism" hat, and go and talk to the top software houses

NICK CHANNON, PR, ELECTRONIC ARTS

"The Mega Drive is still a very strong games platform, and there are currently a number of top-quality and original games being released. We feel that this will continue to be the case as programmers are now really starting to push the Mega Drive to its limits. As for the 3DO, Jaguar and CD32, all new platforms take time to build a significant installed base and until this time the software house tends to be reluctant to commit development resources to these

machines. Although Electronic Arts has a significant commitment to 3DO – with some ten titles currently in development, a large part of our business is derived

from the Sega market and we will continue to support it with strong titles like *Skitchin'* and *Aspect Warriors*."

RICHARD EDDY, PR, CODEMASTERS

"Not from Codemasters' point of view. The Mega

Drive is our lead format for 1994 and you'll be seeing all the best games appearing on it first. Throughout next year, expect to see anything up to 16 new Mega Drive releases from us –

including (yes, it's now official!) *Micro Machines 2* (but that won't be out until next Christmas)."

EMMA GARRETT, PR, MICROPROSE

"We will continue to develop and produce new games for the Mega Drive but also look into what we could be doing for other formats. We do plan to support 3DO, Jaguar and CD32. *Pirates Gold!* is already being converted for the latter, to be released pre-Christmas '93. As for the other formats, we have no firm title in mind for release."

DANIELLE WOODYATT, PR, VIRGIN INTERACTIVE ENTERTAINMENT

"No, absolutely not. It hasn't suffered because of CD-I or PC CD-ROM in the last year. It's all a question of price points and demographics. The Mega Drive is keenly priced and will continue to be very strong. It will be less "state-of-the-art" and more "mass market"; nowt wrong on that score methinks. There is room in the market for a number of machines appealing to a number of age groups with different-sized pockets. Mega Drive has an established following, and a CD attachment; programmers are familiar with it now and can make it sing. It will happily be singing away next year."

JEAN-MICHEL COLECTI, MD (EUROPE), TECMAGIK

"As far as we are concerned, the Mega Drive will be around for a long time and so the new games will keep coming. At TecMagik we don't consider ourselves pioneers; we are a small company and are just launching our Mega Drive range. We are always looking towards the future but consider the next year to be a very good year for the Mega Drive. We will be developing for the 3DO but it

U.S. GOLD

Although originally due out before Christmas, U.S. Gold's first game of the year will be the helicopter sim/shoot-'em-up, *Gunship*, which will then be followed in February by *The Incredible Hulk* (see our previews section for more details). For the spring though, get ready for some more footballing action. Having secured the licence to the World Cup nearly a year ago, U.S. Gold have had plenty of time to get as much World Cup action in there as possible. Around the same time as the launch of their World Cup title, get ready for their top summer game, *Hurricanes* (from the cartoon of the same name). Which format this game will take we don't know yet, but something along the lines of the series seems likely.

So, U.S. Gold will be taking us from big green monsters through football to cartoon heroes. And don't forget *Gunship*, which should start off their year with a bang. As we get more news of these titles, we'll let you know.

And to whet your appetite even more here are three pickles of *The Incredible Hulk*. Mmm, looks promising. Find out in the new year



TECMAGIK

With licences galore, you might think the TecMagik's line-up would be pretty dull, but they start the year off with that wacky character the Pink Panther. Using the cartoon character rather than the one from the film, this lively platform game will be full of gags. The same can also be said of Sylvester & Tweety, those two loveable cartoon characters. You control our hero cat, Sylvester, in his never-ending quest to eat poor old Tweety. With some top looking graphics and animation, this could be a real hoot. But are you ready for Steven Seagal?



Top Hollywood star Steven has licensed his name, and the game will appear in the summer. Following on a beat-'em-up theme, the game will use some of Steven's recognisable aspects, whatever they may be, to make you think you're really controlling the man himself. The game is still a way off, but we'll keep you posted.



With top characters like Steven Seagal and Sylvester & Tweety we can expect these games to be novelties if nothing else. And don't forget that wacky Pink Panther. It's going to be one crazy year



won't be until later in 1994 that the machine really takes off."

ROD COUSENS, PRESIDENT, ACCLAIM ENTERTAINMENT

"Software publishers are developing projects on a 12-18 month lead time and the Sega Mega Drive is certain to be a targeted hardware platform. Development of major projects is undertaken in such a way as to facilitate cross over on various systems by means of sophisticated tools and development engines. Consequently, commercially viable hardware machines justify support. It would also be the case that

"Innovative software will remain on offer"

the Sega Mega Drive is likely to benefit from on-going enhancements, which should enable it to remain competitive in its category. Sega will not ignore technological progress or competitive products and will be certain to respond. It is not unrealistic to retain confidence in the future of the Mega Drive, and consumers can be secure in the knowledge that innovative software will remain on offer."

ANDREA GRIFFITHS, PR, U.S. GOLD

"No, the Mega Drive won't be overlooked, because it has by far the largest installed base of these machines and is a known format to support."

PHIL HARRISON, DIRECTOR OF PRODUCT DEVELOPMENT, SONY

"It is not reasonable to compare the Mega Drive/Mega CD in the same frame as the 3DO or Jaguar. These machines are largely evolved around custom graphic CPUs with fast polygon rendering hardware built into a very fast parallel bus architecture. Many developers will not be able to make the move to the new platforms immediately, because of the increased cost of entry and increased sophistication of the development process. This will mean that many good titles will still be created for the Mega Drive market. This will be the case while the market is in a 'cross over' phase between old sprite-based machines (the Mega Drive, Super Nintendo and Amiga) and the new 32-bit or 64-bit 3D technology systems."

SONY

After a really fast finish to 1993, Sony are taking things a bit slowly for the new year. There's plenty of stuff being developed at the moment but the only things they would confirm to us were *Flashback* CD and *Ground Zero Texas* (another CD game). Still, they've recently signed up with the American sports channel, ESPN, so you can expect some sport sims (American football and baseball) to come your way pretty soon.



The gorgeous and sexy *Flashback* will be greatly enhanced on the Mega CD

Feature

MICROPROSE

"We plan to support the Mega CD, with our first title likely to be *Gunship 2000*. Followed by other releases."

VIRGIN

"We have a range of titles under development for the Mega CD. The first titles (*Terminator CD* and *Dune*) are due to be released early next year. We have learned that it takes longer to develop these type of titles, because you can only do so much and people's expectations are that much greater. Throughout next year we will have a range of CD titles available to suit everyone's tastes."

TECMAGIK

"As a company we're not happy with the Mega CD. I've played a lot of the software but the differences between cartridge software and Mega CD stuff is not good enough. It's upgrading your car but having the same engine only with a bigger petrol tank. We don't see it as a serious leap forward in gaming. We may develop for it in the future, but not at the moment."

ACCLAIM

"Acclaim will be supporting the Mega CD market through the development and publication of its best-selling licensed product range on this system. Initial releases will be *WWF Rage in the Cage*, which is due for release in December, and *Mortal Kombat*, in March."

U.S. GOLD

"We will certainly be doing Mega CD versions of suitable titles over the foreseeable future."

Question 2: How will you be supporting the Mega CD market?

ELECTRONIC ARTS

"We have just announced the release of our first three Mega CD titles, these being: *Bill Walsh College Football*, *PowerMonger* and *NHL Hockey '94*."

CODEMASTERS

"At the moment, our plans are devoid of the Mega CD. The thing is, we are still waiting for the right game design to be accepted to make use, properly, of the CD format."

"People's expectations of the Mega CD are high"

ACCLAIM

The company with more licences than a Post Office are gearing up to hit with some serious stuff in '94. With *Spider-Man* and *The X-Men* hitting the streets in December (see our compo on pages 14 and 15), they then grab 1994 by the throat with three releases in January; *Robocop 3*, *Addams Family* and *Crash Dummies*. For the next month they take a rest and then hit back with *NBA Jam* and an as yet unnamed soccer title. And don't forget to watch out for *Itchy* and *Scratchy* in June.

Licences are what Acclaim are made of. And we can't wait to see what the *Itchy* and *Scratchy* game is going to look like



ELECTRONIC ARTS

Electronic Arts are starting the year with a bang, by finally entering the CD market. Due to hit the streets in January are updated and improved CD versions of *Bill Walsh College Football* and *NHL Hockey*. By taking the already rather fabulous console games and then adding a bit of FMV, sampled sound and all sorts of other lovely things, EA hope to make CD owners rush out and buy their games. They will also be releasing a CD version of *PowerMonger*.

As previewed in our last issue, the first cart game of 1994 will be *Mutant League Hockey*. And to remind us that it's still winter, their next game will be *Face Plant*. This can best be described as a cross between *Road Rash* and downhill skiing, only a lot more fun. Once you've got over that rather bizarre combination, get ready for *Skitchin'*. Again, this uses a similar viewpoint and game engine to *Road Rash*, but the gameplay is going to be a bit more varied.

As we get towards the spring, we can look forward to *Son of Mule* and *Cult of Speed*. Both of these games are currently still being finished, so we haven't got much information on them, but as soon as we do, we'll let you know. Finally, we come to the first ever EA game to be programmed in-house at their lovely Langley offices, *Aspect Warriors*. As you'd expect with a title like that, this is a war/action game with all the boring strategy thrown out in favour of some blood-and-guts action instead. As you can see, Electronic Arts are pretty busy in the early part of 1994 and that's without even a mention of *John Madden '95*.



We don't exactly know what's going on here, but it looks quite interesting



Rollerblading is very much an American thing, but this game could really take off, thanks to the wacky gameplay

VIRGIN

With programming teams in the UK, France and a major operation in the US, Virgin are serious about software. They've finished the year off with the fantastic *Aladdin* and are to follow up with the equally amazing-looking *Jungle Book*. Initially programmed by that Dave Perry geezer (whoever he may be), the game is now being tweaked and finished off over here. The game structure is in the *Cool Spot/Aladdin* vein but again some improvements have been made. With that out of the way, Virgin move into the spring of '94 with *Jemmit*



You can see that this game is going to be very close, graphically, to the film

One-on-One basketball, but you can read more about that in our previews section. After that comes the big film licence, *Dragon: The Bruce Lee Story*.

Instead of going for some bizarre platform game, Virgin are going all out for the *Street Fighter 2* beat-'em-up game, using some seriously wicked Bruce Lee moves.

Later on in the year you can expect *Cool Spot 2: Spot Goes To Hollywood* and *Dinoblaze*, a strange game starring four bizarre dinosaurs; it's a *Battletoad/Double Dragon* beat-'em-up with, get this, something like 5000 frames of animation. Both games are due for release next Christmas and should be real crackers. There will, no doubt, be other releases from Virgin throughout the year, including quite a few games from close friends Interplay. Expect such SNES hits as *Rock 'n' Roll Racing*, *Clay Fighters* and possibly *Claymates* as well.



The animation is looking really smooth

SONY

"Sony and Psygnosis will continue to support the Mega CD throughout 1994 and beyond if the consumer demand is there. Our advanced CD development capabilities (particularly at Psygnosis) allow us to develop products for the current and next-generation CD machines at the same time – taking advantages of unique hardware features when they are available."

Question 3: Finally, how do you see 1994 going? Will the market continue to grow? Will the market lean towards software or will the new hardware create another industry boom?

ELECTRONIC ARTS

"We think the Sega market will continue to grow in 1994. Maybe as the 32-bit consoles become established the Sega market will slow down towards the end of the year, but Electronic Arts have a large portion of their business devoted to the Mega Drive, and our support for this market will continue for the foreseeable future. Meanwhile, over on the 32 bit front the omens are strong for 3DO, with strong interest from press and punter alike. We're obviously hoping 3DO will lead the way to another industry boom because it's a great machine and we're producing some exciting titles to support it."

CODEMASTERS

"1994 will be the year of the Mega Drive's finest software. After Christmas, the Mega Drive market will be huge and – best of all – worldwide. It's going to be a very tough

year and a very busy year. There's probably going to be more Mega Drive software next year than there ever has been (or will be in the future). As for new hardware, well it'll be software that leads the way – it's no good simply having a high-spec machine, the software has to be there and be incredibly impressive for a new hardware format to work."

MICROPROSE

"We have a number of big releases planned for 1994. We believe the Mega Drive software market will continue to grow, alongside growth from 3DO, Jaguar and CD32. The new hardware gives big technical advantages to software publishers. I fully expect that

we, along with other publishers, will make full use of this to produce software which stretches the hardware to capacity."

VIRGIN

"The next few years are going to be well exciting; we have started to see the potential behind the CD technology. There is a

range of 'state-of-the-art' machines gathering in the wings. The market will undoubtedly grow to accommodate new players. Will it boom? Yes, when the public feels confident about the technology. There is a buzz growing on the streets, people are beginning to suss what it's all about. It will only boom if people buy the hardware, people will only buy the hardware if they know what it does. Fifteen years ago we had *Space Invaders* and *Pong*. Today we have *Street Fighter 2* and *Mortal Kombat*. 7th Guest gave us a sneak preview of what can be done tomorrow."

TECMAGIK

"The gaming market tends to go around in very fast cycles. A couple of years ago there was a hardware boom and that's been followed by a software boom. The trouble with a lot of companies jumping on the bandwagon is that all the gamer gets are pathetic games wrapped up in licences. 1994 will be a very tough year, because as in 1993 the top-selling ten games will take 90% of the market, which means that some companies may not be here this time next year.

"We see this year being a very software-orientated market, with the hardware interest coming in at the end of year. With the industry standard leaning towards CDs, we may even see the prices coming down. We all see the number of software titles dropping as development takes so much more time."

ACCLAIM:

"The market in 1994 will continue to grow, with the emphasis on 16-bit

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Feature

MICROPROSE

Very much unsung heroes of the computer industry, Microprose are a very big US company and they have some incredible titles lined up for release on the Mega Drive in '94. First up is the cute *Tin Head*. We previewed this game a couple of issues back, but there's still some work to be done on this little platformer. Once into the year these guys (and gals) have got some cracking stuff. Firstly there's *Chaos Engine*, which is a more modern-type of *Gauntlet* shoot-'em-up from the same guys who came up with *Speedball 2*. It's a cool Amiga game and should make the transformation quite well. Also going back in time, but further than even the Amiga, we've got the console version of the classic game *Impossible Mission*, cleverly titled *Impossible Mission*. This classic puzzle/action/platform game was a classic C64 game and the original computer game will be included along with the Nineties version. To finish the summer with a bang we finally get a Star Trek game. *The Next Generation* will use all the characters and sci-fi elements from the TV series to provide as much atmosphere as possible, leaving the decisions, as captain, up to you.



The *Chaos Engine* could prove to be one of the cult games that does really well. And it's a pretty top game too

cartridges and the emergence of CD software – which will be more pronounced towards the end of the year. As the technological advancement in the hardware may represent an exciting entrance, it is likely to be more significant in 1995. The growth in 1994 will benefit those publishers who are positioned to respond to it, with the necessary resources in place to do so. This is likely to be confined to a smaller number of companies and so for some, while 1994 will represent many opportunities, the going will be tougher."

U.S. GOLD

"1994 will still be mainly cartridge software, even with new hardware arriving and beginning to make an impression. 1995 may be the year of the CD."

SONY

"I see 1994 as being a year of growth for the industry as a whole but being a time of change for the software companies within it. By the end of 1994 it will be clear that the market is shaped by a handful of major companies, who have the distribution strength and vision to invest in the future, today. The market will always be lead by software. Undoubtedly we will experience another boom in the industry, with this exciting new technology BUT ONLY WITH GREAT SOFTWARE. We have to offer

consumers greater value, technology and experience on the new machines in software for the future. If this challenge is not met, it will slow the growth of the industry and potentially mean a stifled marketplace that lacks innovation and creativity – we have all been warned."

THE END OF THE MEGA DRIVE IS NIGH (YEAH, RIGHT!)

So you've read what some of the top bigwigs in the industry have had to say, and

it's all very promising stuff (well most of it). So now you can sit safe in the knowledge that 1994 is going to be one hell of a year for the Mega Drive. But what have you got the say about the state of Mega Drive gaming? There are plenty of games coming out next year (as you can see

from the various software company boxouts), but what about the quality of the releases? If you take a glance at the games, you will see a lot of licences, the same characters popping up in follow-ups and possibly a couple of sequels as well. So what do you think? We always like to receive your letters, so let us know what you think 1994 is going to bring.

Whatever we think though, there's one thing that's for certain, and that's that the next year is going to be very, very interesting indeed.



"We have to offer consumers greater value"

CODEMASTERS

Another company who are going for the all-out approach to releasing games is Codemasters. From their picturesque Warwickshire offices, the Codies are hard at work on some potentially top titles for 1994.

First up in April will be *Tennis All-Stars*. It's a full-to-the-brim tennis game with all the different types of court you could ever need, male and female players, single and double competitions and even a simultaneous four-player option. And there's also a free bonus game called *Crazy Tennis*. Phew! After all that tennis business we see the welcome return of Dizzy in *The Excellent Dizzy Collection*, featuring not one, and not two, but three games in one.

But it doesn't stop there. Are you ready for Kevin Codner (come on, this is getting a bit silly)? Kevin's first game for the Mega Drive, *Sink or Swim*, is due for a June release and sees you controlling Kevin in a desperate attempt to save the "Dim Passengers". The ever-sinking ship (the SS Lucifer) is full of traps you must avoid while moving the passengers to safety. Kevin then leads us nicely into *World Soccer '94*, also due for release in June to cash in on World Cup fever.

This is the first game to be brought to you by Master Sports, a fictional TV show introducing all the action. They'll be plenty of options and the usual top-down football action for you to get excited about, so you can look forward to that. And as we move into autumn get ready for some seriously wacky fun in *Psycho Pinball*, an outrageous pinball game, and some out-of-this-world humour in *Aarnie - Hard-vark For Hire*. These guys are going to be busy next year. And I wonder what silly characters they've got up their sleeves for 1995?

FANTASTIC DIZZY



That fantastic Dizzy bloke will be appearing all over your Mega Drive next year



Arnie may be an Aardvark, but he's still a silly character to put into a game. More news when we get it

Hey, there's always room for one more tennis game isn't there? You never know, it might even be good



We've had a couple of pinball games in lately, so by the autumn we should be crying out for a new one. Nice timing

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It's the Tipperware party everyone's been talking about... it's the cheat-packed tip extravaganza of a lifetime... it's... it's, er, Jon Smith's smashing MEGA PLAY section

FINAL FIGHT CD

So you don't have autofire on your controller, and your thumbs are complaining about all the button-punching they have to do to get you through this game. Relax, thumbs; there is a solution. Go to the Options screen, highlight "Exit" and hold $\odot$, $\square$ and $\triangle$ as you press Start. Choose your character, and when you hold down your punch button, they'll punch repeatedly.



Kick! Punch! Fight! It's a scrolling beat-'em-up game, and we like it

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If MEGA PLAY doesn't include any tip for your favourite Sega games, turn to page 93, where you will find the start of our TIPS LIST. It's updated monthly, so you may find something you're not expecting.

ALADDIN

Yowzer! A level skip for this fab game? So soon? We certainly don't hang around here at MEGA PLAY. Just pause the game, press $\odot$, $\square$, $\triangle$, $\square$, $\triangle$, $\square$, $\triangle$ and you'll skip on to the next level. I strongly advise you not to use this cheat until you've completed the game. It's not the world's toughest adventure, and the cheat will spoil it. Once finished, you can re-run all your favourite bits, or brush up your technique on the trickier moments. *Vince Lambert, Spalding, Lincs.*



That Aladdin geez just don't care about a thing; look at him, idly tossing an apple as the huge swinging balls pass him by



For once, Iago (the parrot) and Aladdin (the pantalooned bloke) see eye-to-eye. Iago, however, appears to be none too happy about the encounter

RANGER X

I'm a great fan of this excellent no-nonsense blaster, so I'm sure you can imagine the heights to which my heart leaped when I came upon this indispensable level-skip cheat. Pause the game and press $\odot$, $\square$, $\triangle$, $\square$, $\triangle$, $\square$, $\triangle$, $\square$, $\triangle$ on pad one. The music should start up again; press $\odot$ and the screen will fade and then start into the next level.



Ranger X struts his funky Ranger-type stuff in the face of a mighty boss fellow. Good on yer Range!



These rings may be olden, but they're still golden

MEGA MEDIC

RINGS OF POWER

Please help me. I'm completely unable to find the Ring of Perfection in Rings of Power. *Chloë Reid/Carl Ryman/Pete Thomas*

A Since this rather tricky RPG came out on budget release, we've had a stack of letters asking for help; last month's "quickies" obviously weren't



OK, so it may be an atrocious game, but this fab cheat almost makes it worth... what am I saying? Do not play this game under any circumstances

SPACE HARRIER 2

Words can hardly begin to describe how much we hate this game (although Andy did have a go, last month, in his "Voyage to the Bowels of the Back Catalogue"). But such is the quality of this cheat, both quirky and useful, that all our bad feeling evaporated in sheer cheat-loving wonder. You'll need a Mega CD; switch it on, and when the intro screen appears insert the cartridge then press Reset. The music of the Mega CD intro screen and the games music will be playing at the same time. Cool, huh? But that ain't all, not by a long chalk. Firstly, you get a level select; press $\odot$ or $\ominus$ to cycle through the levels after start-up, and you even get a large number of lives to fritter away, if you really want to play the game. Woah! I've said it before, and I'll say it again - Woah!

Richard Stone, Burton on Trent

JOHN MADDEN '93

When you're watching highlights of another game, wait until one team scores the winning points and then press Start. You'll find that the team that would have lost, has won. This is handy for knocking out those scarily good opponents in the play-offs.

Thomas Stagg, Neath



Seeing as you've all bought John Madden Football by now, there's no need for me to caption this

enough for some. Stephen Keys from Lanarkshire, however, had no trouble with the game, and sent in a meticulous complete guide to prove it. So, for Chloë Reid, Carl Ryman, Pete Thomas and all the rest of you unable to find the Ring of Perfection, here's his solution. Take it away then, Stephen.

Talk to the expert on perfection in the library in Oxbridge about your quest, then go to the library in Perfection and find a note about the Ring of Perfection. In the Cathedral there is a monk who you should talk to about your quest then search the shelves near him for a book about the Chamber of Perfection.

Now go to the Celestial City. During the day, talk to the Sun priest in the Temple of the Sun about your quest. Search the shelves for a factory pass, and the guards will then let you in. Talk to the factory master and get the embalming fluid from him. Give it to the Sun priest in the Celestial City.

Go to the third floor and use the key to open the chest and get the Sun Gem. At night, go to the temple of the Moon and talk to the

Moon priest about your quest. Go to Sparta and show the Moon priest's request to the Marshall. Now go to the arena and fight the bear and the dragon.

Return to the Marshall and talk to him again. Find the foam pool in the Temple of the Moon and search it for the Men gem. Go to the Chamber of Perfection, and find Fezzick there. Show him the Moon and the Sun gems, then you'll have to fight him to get the final ring. Suddenly everything becomes clear.



Welcome to RPG land, where all the women are attractive and friendly

MEGA MEDIC FANTASTIC DIZZY

Q How the heck do you get up to the top of Zak's tower? Do you need an object or do you just have to jump up normally?

Dan Dabner, Dartford

A You'll need the pygmy cow given to you by Dylan. Give it to the shop keeper in Castle Street and he will give you a magic bean (just like in the story, eh kids?). Plant this in the soil where Shamus the Leprechaun was standing (there's a sign with a picture of a bean on it). A beanstalk will sprout up into the clouds. Jump onto the leaves and up through the

clouds until you reach the castle entrance. Use Zak's Winch Handle (which you found on the pirate ship), and all your castle-related worries will be over.



He's an egg, he's fantastic, and now he knows how to get up to the top of Zak's Tower

STREET FIGHTER 2: SPECIAL CHAMPION EDITION

You'll no doubt be familiar by now with my total adoration for any form of cheat, trick or cheaty trickery, but it must be said that some cheats are more stomach-churningly exciting than others. And what with *Street Fighter 2* being one of the Mega Drive's most important releases ever, these three examples of electric coggerly are exciting enough to bring me out in a rash.

Don't press Start when the game comes on, but wait for the opening sequence. After the *Street Fighter* logo has come up, as soon as the background building begins to fade, press $\odot$, Z, $\odot$, X, $\odot$, Y, $\odot$, $\odot$ on control pad one, and you should hear Ken shout. Press Start, highlight Champion mode, and press $\odot$ to select up to five stars of speed. This is the hardest of the cheats to get to work - you've got to be extraordinarily quick on the buttons - but work it does, and the speed increase is most welcome.

Now here's a particularly good one, enabling you to pick the same character twice in the battle mode. This means you can play the six characters against themselves for a totally fair match, or give yourself two of each of your favourite characters. When you are asked to choose between Match Play and Elimination, press $\odot$, Z, $\odot$, X, $\odot$, Y, $\odot$, $\odot$ on pad two, and you'll hear Chun Li shouting to tell you the cheat's been activated.

Finally, and less apparently useful, but a lot of fun nonetheless, you can turn off all the normal kicking and punching moves for the one-player game, leaving you only able to play special moves and throws; quite a challenge. Press $\odot$, Z, $\odot$, X, $\odot$, Y, $\odot$, $\odot$ on pad one when the Capcom logo appears immediately after power-up, and you'll hear Chun Li shout if all's well in the cheat-operating department.

Now I don't want any letters telling me these cheats don't work, 'cos they do; they're just quite hard to pull off. But if you can manage the game's special moves, you should get them eventually, with perseverance. Oh, and if you don't have a six-button joystick, you can activate the cheats with $\odot$, $\odot$, $\odot$, $\odot$, $\odot$, $\odot$ on a three-button one.



M. Bison puts paid to Ryu's challenge with a highly-impressive flaming torpedo, but it's not half as exciting as these totally marvy cheat things

Tips

COOL SPOT

OK, so we all know the *Cool Spot* level skip – pause the game, press **Q**, **W**, **E**, **R**, **T**, **Y**, **U**, **I**, **O**, **P** and **Q** – but a new entry in every tipster's tip bible must be the cheat to become invulnerable on the next level; hold down **Q**, **W** and **E** as your score is being added up, and Bob is, as they say, your father's brother.

Mark Garry, County Wicklow



You can't see it here, but *Cool Spot*'s invincible. No, really, he is

HIT THE ICE

If it's passwords for this mediocre ice hockey game you want, you won't be walking away from this month's MEGA PLAY disappointed, because, er, here are some. You'll be playing as "Sky Blue", a perfect 10 team in-league play. Who could ask for more? No-one with even half a conscience, I'm sure. Maybe some brutal half-crazed ice hockey game addict, but no-one you'd actually want to talk to in a social situation, like maybe a dinner party or something.

2nd Round	Blue 1QQ3
3rd Round	Pink 2A13
4th Round	Yellow 2R93
5th Round	Purple 3A3H
6th Round	Green 3RQ3
7th Round	Grey 4B13

Adi Left, London

B.O.B.

There are a number of things I enjoy more than typing in a load of level codes. Being repeatedly berated about the face with a can of baked beans, for example, or losing my pants to a mugger on the dark streets of Chicago. Nonetheless, if Ian Clark had the patience to send them in, it's only fair that I should take the time to relay his efforts to the rest of the world for its edification and eventual enlightenment.

LEVEL	CODE
2.....	530237
3.....	960379
4.....	171058
5.....	670512
6.....	862341
7.....	950745
8.....	110674
9.....	901588
10.....	472149
11.....	072251
12.....	711984
13.....	361497

14.....	971255
15.....	672451
16.....	361687
17.....	570836
18.....	272578
19.....	481773
20.....	605237
21.....	652074
22.....	633059
23.....	683349
24.....	265648
25.....	302653
26.....	370439
27.....	462893
28.....	382975
29.....	103495
30.....	583172
31.....	752790
32.....	574132
33.....	923571
34.....	743690
35.....	614906
36.....	863769
37.....	103928
38.....	574471
39.....	605463



Bob finds himself at a loss for words, following a rather horrid "falling down a big hole" incident

40.....	144895
41.....	704526
42.....	713852
43.....	775092
44.....	905781
45.....	575381
46.....	481376
47.....	635184
48.....	401139
49.....	845527
50.....	426081

Ian Clark, Wellington, New Zealand

GUNSTAR HEROES

A little tip-ette for this scrolling shoot-'em-up; if you attack the electric flying ducks with your character's special move, you'll get up to three bonuses to choose from. For instance, if you flying kick a duck which gives out vitality, you'll gain up to 60 vitality points. The 3rd heart will be worth 30 instead of 15.

Nathan Pitman, Reading



Blimey! It's a platform shoot-'em-up!

ACTION REPLAY CODES

Super Off-Road:

FF0CE A0010 – Infinite nitros player one
FF0CE B0010 – Infinite nitros player two
Oliver Reid-Smith, Sleaford

Bonanza Brothers:

FFC05 50007
FFC05 70007 – Infinite lives player one
FF8C2 70006
FF8C3 D0006 – Infinite lives player two
David Hyder, Chingford, London

Mortal Kombat:

FFFA4 90001 – Turns off the music
Martin Ward, Mitcham

MIG-29

FFC56 F0004 – Infinite AS-7 missiles
FFC56 D0003 – Infinite AS-8 missiles

FFC56 B0003 – Infinite AA-7 missiles
FFC56 90002 – Infinite AA-8 missiles
FFC56 70007 – Infinite 57mm rockets
FFC56 50005 – Infinite canon rounds
FFC57 30014 – Infinite chaff
FFC57 1001E – Infinite flares
Jason Hill, Newport-on-Tay

Pit Fighter:

FF2C3 30004 – Infinite credits for player one
FF2D0 10004 – Infinite credits for player two

Street Fighter 2:

FFA3E 70000 – Turns music off
Neil Crayne

Super Thunderblade:

FFF82 A0003 – Infinite lives if left on
FFF82 5000X – Replace X with level minus 1
Nathan Pitman, Reading

Predator 2:

FF027 C0002 – Infinite lives

FFFEF B00D4 – Infinite energy
FFFEF 70000 – Permanent machine gun
Paul Doyle, Dublin

General Chaos:

FF031 90005 – Infinite medics player one
FF031 B0005 – Infinite medics player two

Zero Wing:

FF00F D0002 – Infinite lives

Terminator:

FFFFF F0000 – Reece ice skates along the floor

GAME GENIE CODES

Mortal Kombat:

XX9A CAG2 – Replace XX with starting level:
AJ = Match 2, AN = Match 3, AT = Match 4, AY = Match 5, A2 = Match 6, A6 = Mirror Match, BA

= Endurance 1, BE = Endurance 2, BJ = Endurance 3, BN = Goro, BT = Shang Tsung
AKXA AA22 – Always get Flawless Victory
AKRA AA7N – Infinite time
WBRA AAEA – Each round lasts 90 seconds
CBRA AAEA – Each round lasts 10 seconds
Handicap your enemies by neutralising their special moves:
A6MA CAHN – Kano's Cannonball
A2MT CABG – Kano's Blades
A6LT CAB8 – Cage's Shadow Kick
A2LT CAE2 – Cage's Fireball
ATLT CADC – Cage's Package Check
A6PA CAB4 – Liu Kang's Concorde Kick
A2PA CADT – Liu Kang's Fireball
A2LA CAFN – Sonya's Flying Punch
A2KT CAFT – Sonya's Energy Rings
A6NA CAD0 – Rayden's Torpedo
A2NA CAFN – Rayden's Electric Charge
ANPT CAF8 – Sub Zero's Power Slide
AARA CTJ2 – Sub Zero's Ice Blast
A2PT CAGT – Scorpion's Decoy Punch
AJPT CAHC – Scorpion's Rope Spear

MORTAL KOMBAT

Infinite continues? Okey-dokey. When you've lost a match, before the credits screen comes up, repeatedly press **Q**, **Q**, **Q** on pad one with one hand, and **Q**, **Q**, **Q**, **Q**, **Q** etc. with the other hand. It takes practice to learn the knack, but it does work, trust me. You could get someone to help out if you're having trouble.



That very special finishing moment



Credits ahoy with our top cheat

MEGA MEDIC REVENGE OF SHINOBI

Q Help help help (etc.) We're all stuck on the cellar maze on level eight of *The Revenge of Shinobi*.

Terence Gibbons, M. Craig McLafferty, Karen Chinnery, D E Barr and Meg Grant

A Now this very fine game is out at a budget price, loads of people seem to be having trouble all over again with this tricky final maze. With our easy-to-follow instructions, though, it'll all seem quite straightforward. From the start, go right and you'll see a wall that doesn't reach the ceiling.

Jump and somersault over it and you'll land right next to a door. Jump over that door and go into the next one on the right. You should be in a room which has four pillars coming down from the ceiling, and there should be boxes on either side of you. Go left and into the first door. Go left again and you'll find two doors, one on top of the other. Take the bottom one and you'll be in the exit screen. Walk over to the exit sign, but don't go in. Turn around and somersault, firing your eight shurikins at the wall. A special power-up will appear. Grab that, and slope on out through the exit to the final confrontation.

If you're still getting lost, though, carefully check the backgrounds of each

section; in the first, you'll find a number one painted on the wall. Simply peek behind each door and follow the trail of numbers up to eight. We make things too easy for you.



It may have been around for ages, but it's still a top game

THUNDERHAWK CD

The only thing that can seriously pretend to rival the brain-bursting thrill I get from a new cheat of the highest quality is a quick play on this most excellent of games. Anyway, here's a little cheat to prevent that tedious running-out-of-missiles-and-dying scenario we all dread so much: just as you start flying, at the beginning of any mission, pause the game and press **Q**, **Q**, **Q**, **Q** on control pad one. Press the Start button, select your missiles and you'll find that you have unlimited missiles and armour. What a boon! Now you can ravage the land and terrorise the skies with impunity. And you've got unlimited missiles, of course.



You just can't beat a good first-person-perspective helicopter shoot-'em-up... which this is

TOP TIPPER

For his dedication in the pursuit of tip-related stuff, for the sheer quality of his solution and its magnificent completeness, I hereby award **Stephen Keys** this month's prize card. Give us a call, Stephen, to let us know which game you'd like us to lob in your general direction. Fancy your own chances? Sure you do. Everybody's got at least one great cheat inside them, waiting to come out. So jot it down and send it to MEGA PLAY, MEGA, 30 Monmouth Street, Bath, BA1 2BW, and - who knows - you too could find yourself on the receiving end of a missive from Cart Central.

“SENSIBLE SOCCER
IS THE BEST GAME
I'VE EVER PLAYED”

Paul Gascoigne
(West Drayton)



ARENA

These two pages of the magazine are now so popular that Paul Mellerick can afford to be very choosy about what he actually prints. So, if you want to ensure that your wacky challenges, weird happenings or Game Genie codes actually get an ARENA airing, you'll just have to try even harder to come up with something that little bit different

To bring this fabulous year to a close, this month's ARENA is going to be more fun packed and chocker than ever before. But wait, what's this? Some people have been writing to us without using their first names. Now we're a friendly bunch on MEGA, so why not tell us your first name and we can all feel like one big happy family. And if you don't tell us, we'll just make it up. Right, let's get down to business shall we?

WACKY CHALLENGES

There have been loads more game releases again, and therefore loads more original challenges too, but there's still one thing which is bothering us; we've done this turn-your-tele-upside-down/use-a-mirror thing to death, so please come up with some more actual game-related antics instead? Right, let's get this show on the road.

1 GUNSTAR HEROES

Here's a rinky-dinky challenge for this strange little shoot-'em-up. Start a two-player game and try to complete level one using the second player as your weapon (by picking him up and then throwing him at the bad guys). Oh, and just to make things that little bit harder, would you be so kind as to put the game on expert level, there's a love?

Nathan Pitman, Riseley, Reading

2 TINY TOON ADVENTURES

It's time for some top not-really-satanic-at-all action, as we endeavour to play the game backwards. Enter the password NGQQ WWQQ QKWQ QWWQ WGRY and play the two factory levels as normal. Now instead of carrying on until you reach the boss, start playing back through the levels. Remember, however, that if you lose all your lives, you will start back at the first factory level. See if you can get all the way through the game.

Andrew Anderson, Newcastle



Enter the password and this will be your starting point. Off you go

3 MIG-29

And now, for all those people who can't help shouting out instructions when other people are playing games, comes the perfect challenge. Set up a normal game and blindfold one person. The other must now shout out the flying instructions.

WEIRD HAPPENINGS

We've been running this section for quite a while now and at the beginning we weren't sure just how long we could keep it going. But thanks to you lot out there we've found some incredibly strange things going on in games and they just don't stop happening. And with loads more games hitting the streets over the next couple of months (which, of course, have all been reviewed in MEGA) we're sure you can keep up the good work. But enough back-slapping, let's see what weird stuff you've come up with this time around. And just to finish this little column off, here's a plea. We've had all the strange, weird, funny and not-very-funny-at-all happenings for *Mortal Kombat*, so please try to come up with something else. Right, onto those challenges then.

The challenge is to finish the first two missions, and no cheating.

David Huggins, Norwich



Which way do I go now? I can't see a damn thing with this blindfold on

4 ART ALIVE

Try and find a copy of the game and then play it for a while and see how truly terrible it is. Now try and sell your copy at a car boot sale and see how much you can get for it. £12 is the record so far.

Tim Miller, Orpington, Kent

5 MERCS

Using your amazing Rambo-type soldiering skills try and get through the first level of this game in one minute and 40 seconds. But (you could see that coming couldn't you?) you're not allowed to use any smart bombs on the level, rapid fire must be turned off and you must put the game on Hard setting.

GAME OVER

TINY TOON ADVENTURES
After working your way through the game, putting up with all those cute characters and devious bosses, you've probably watched the end sequence with relief. If you haven't played the game, however, we thought you might like to see the cutesy end sequence anyway. Drop us a line if there's a particular end sequence you'd like to see.



You've beaten the evil Montana Max and rescued your friends



You celebrate like no other bunny has ever done before. Hooray!



And then after all that you get to look at all the characters. Aaahh



1 MORTAL KOMBAT
We've got two *Mortal Kombat* weird happenings for you this month, and here's the first. Start a one-player game as normal but make sure you've got two pads plugged in. Now, when you get to the wood-chopping bonus round, put pad one down and pick up the other pad. Now press A and C to get enough power and then press Start. You should now see wood chippings flying about on the right-hand part of the screen.
Rosemary Rance, Hemel Hempstead

2 MORTAL KOMBAT
Again make sure you've put two pads in but play a one-player game. Enter the DULLARD cheat (Down, Up, Left, Left, A, Right and Down on the game-start screen) and then select the Pit level, get to the reptile man and lose against him. When the continue screen comes up press Start on pad two and you will go to the character-select screen. Now select any character and they'll be covered in some sort of green slime or something. Yuck.
Craig Gray, Stockwood, Bristol



3 NHLPA HOCKEY '93
Select a normal one-player game and make sure you're playing at home. In the first or third period of the game try to get a face-off in the bottom left-hand corner of the rink. Now press Start and then change your goalie from the options menu. Quickly go back to the game and then watch the action as your goalkeeper skates across the ice and knocks over all the players lining up for the face-off. Cute, huh?
The Hackers that say "Ni", Camberley

4 FLASHBACK
Remember that "walk through walls" cheat we printed in issue 14? Well, go and dig out that issue because you're going to need it. Start the game on level one and play until you get to the screen with a save point. Stand with your back to the wall and then run through it. For a split second you can see another screen and then the game will come up with loads of numbers and things instead. And that's it.
Chris White, Salisbury



A very tough challenge this one. More like this one please

8 JAMES BOND 007
Once you've worked your way through level one a couple of times you will basically be able to run all the way through it. But to make things slightly harder, complete the first level, but don't pick up any extra bullets. This means you've got to be fast and deadly accurate.
Christopher Evami, Bootle, Merseyside



Did you know the new James Bond could be a bloke called Mel Gibson?

6 EURO CLUB SOCCER
Although this challenge is for *Euro Club Soccer*, you can adapt it to almost any game. Set up a four-minute game, pick any team you want and start the game. Now pause it and switch the RF switch over to ANT (in other words put the TV picture on instead of the Mega Drive). Now play through the game and see if you can score a goal. And when you're bored of this, try thinking how you could adapt it to your other games.
Ian Phillips, Colerne, Wilts



Set up the game and then try playing blind throughout the whole match

7 SUPER OFF ROAD
This one is a nice hard challenge. Set up a two-player game and see who can reach 99 nitros first. Oh, but you're not allowed to buy any nitros in the shop; you can only pick them up as you race the cars around the tracks. That should add a bit of rivalry and spice things up a bit I think.

9 ROYAL RUMBLE
We can come up with an almost endless list of challenges for this one, but this is the best. Set up a one-player Royal Rumble and set the difficulty level to one (just to make things that little bit easier). Now try and see how many other wrestlers you can throw out of the ring. Our record is nine, which we think is pretty good. If you can't manage that many though, see how quickly you



It's that man again and his amazing flying purple pants

GAME GENIE CRAZY CODES

Waiting for some crazy Game Genie codes to pop through our letterbox is always a bit nerve-wracking, but thanks to **Joe Fyles** from Wirral we've got some cracking examples of exactly what makes a crazy code. The game is

Bart Vs The Space Mutants and here are a selection of codes:

AZDA AA6Z - All enemies and objects in the game have vanished
EJCT AA6Z - Jump off the screen and you'll appear on the other side
8JCT AA6Z - Bart can't move
ATTB BAT2 - Bart's walk is altered



Oh yeah, this is the hilarious bit outside Moe's Tavern



See that Krusty symbol? Grab it for a very useful extra life

can throw the first wrestler out. If you want to beat us, you'll have to improve on four seconds. Here's a hint: use the Undertaker.

10 TURTLES: THE HYPERSTONE HEIST
Most beat-'em-ups are fairly easy to get through once you've sussed them out, but put this one on the Hard setting and it's a whole new story, especially when you've got to get through the whole thing in

under 33 minutes to beat this challenge. Phew, and on that toughie we end this month's ARENA section.
Iain Russon, Albrington, Wolverhampton

CHALLENGE CHAMP

For sheer comedy value and general wackiness the mystery prize for this issue goes to **Tim Miller** from Orpington in Kent for selling his friend's copy of *Art Alive*. It's just the kind of original wacky thing we look for, so well done Tim. For your efforts you win a mystery prize, which should be on its way as you read this. Don't forget that we give away a prize every month for the best challenge or weird happening, so send all your stuff to ARENA, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW.



Stop sitting there all dazed and get up and fight that Foot clan

FOR MORE THAN JUST GAMES...

DID YOU KNOW that most readers cite PCF's lively, witty and adult style as their main reason for buying the magazine. You don't have to put up with dry and dull reviews any longer.

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MORE THAN GAMES

Graphics, music, sound, video, DTP, multimedia, expansion cards, PC systems and much more besides are reviewed every month. If the latest PC hardware and software doesn't require an awe-inspiring budget and an anorak to use it, expect to find a review in PCF - conducted, as usual, with our inimitable style and wit.



FEATURES All you need to get more fun out of your PC. In our morphing feature we explored this new graphics technique and gave you the Coverdisk software to try it yourself. We did the same with our raytracing feature, giving you a full guide and software. And in our drawing feature, software and tips from the professionals were on offer.



COVERDISKS

Hand-picked previews of the latest and best games are always top of the menu. But in addition we also give away full software tied in to features inside the mag. Recently we switched to high-density Coverdisks so we're now giving away twice as much software as usual.

INTERVIEWS We talk to people in the industry who know what they're going on about. In our interview with Microsoft's Paul Tillet, he revealed that "the PC format is probably the fastest growing format in the games industry." Gerry Berkley from HMV said that HMV "will be stocking 18-cert software." Roger Bennett, head of ELSPA, representatives for the leisure software industry revealed: "It's up to us to regulate ourselves before the Government steps in."



TIPS Everyone wants more tips so that's why we include regular tips and advice sections. Next time you can't run a piece of software or your PC plays up, write to us and we'll sort it out for you.

DID YOU KNOW that PC FORMAT is Britain's best-selling PC leisure magazine - by far. With an ABC of 73,331, we're selling over 60% more magazines than our nearest rival.



INSIDE THIS MONTH

A free 16-page Beginners' supplement, Coverdisk previews of *Alien Breed* and the *Syndicate* mission disks, reviews of *Jurassic Park*, *Goal!* and *Elite 2*

PLUS 10 tips on improving your PC's performance

The game may not have been out long but plenty of MEGA readers (judging by the amount of calls we've received) have already bought a copy. As a result of the public's pleas for help, therefore, MEGA now brings you part one of the complete Landstalker solution. Part two next month...

LANDSTALKER

Once you've gone through the opening sequence, you'll find that you're standing outside a cave. Head NW, NW, SW, SE, get the money from the chest, NW, SW, through the top NE, NE, through the bottom SW, go down through the hole and you'll land on a raft. You can't move, so just sit back and watch the scenery. You'll eventually fly out of a waterfall and knock yourself cold, to wake up in the village of Gumi.

GUMI

Explore the entire village and talk to everyone, and then leave the village. Go SW twice and then NW twice and into the cave. Go NW, up the stairs, get the key, go back down and then head NW. Jump onto the platform across the gap and open the door with the key. Go SE, get the gold and activate the switch. Now go NW and activate the switch, then go down. Pop SE, head up the other stairs and kill the three orcs. Now go SE and you'll meet the Sage of the Shrine himself, Prospero. Talk to him and then get the life stock and leave. In the entrance room you'll discover that a hole has opened up in the floor, so go down and get the life stock that's down there. Now go back to Gumi, and you'll discover

that the Massanites have kidnapped Fara. Now leave again, and go SW until you reach the crossroads with the signpost. Jump up the hidden steps to get the life stock, and then carry on SW until you reach the village of Massan.

The village of Gumi: clockwise from the top - A house with some Eke-Eke in the chest; the village Inn; the village shop, with some life stock; the village church, all the better to save at; the chief's hut, where, um, the chief lives; and lastly, yet another two miscellaneous huts, both with useful stuff in the chests

PUBLISHER: Sega

PRICE: £49.99

RELEASE: November '93

CARTRIDGE: 16 Mbit

MEGA SAYS: This is a superb, enthralling RPG with a great mixture of action and strategy. The sound, graphics, difficulty curve and playability are all great, and it's atmospheric too. **92%**

GET A GRIP!



- The D-pad moves you around
- Swipe at your enemies with this button
- If you want to jump or select any options, press this
- Swipe with your sword and cancel any options in the game



Rip 'n' Tip

MASSAN

The Massanites won't let you in, so climb up the side of the mountain and walk until Friday suggests that you jump down. Watch the ceremony, and then jump out and go into the village. You'll bump into Pockets, the thief you should have met in Gumi, who'll quickly scarper, but have an explore around, and get the Idol stone from the chief's hut (the one with the skull above the door). Go back to the signpost and go NW until you reach the shrine. Now use the Idol stone on the door and it will open. You're in the Ceremony Cave.



Found Idol Stone.

Nigel "liberates" the Idol Stone from the chief of Massan's hut, 'cos it's got to be used to open the entrance to the Ceremony Cave. Cool, eh?

These are the hidden mountain steps you've got to go up, to observe the evil ceremony taking place in Massan. The blighters!



And this is the ceremony itself, with poor Fara tied to a stake



The lighthouse at Ryuma; a beacon for the ships at Mercator port. (Hint!)

RYUMA

Restock and explore, and you'll discover that some of the town's most important citizens are missing. Go to the mayor's house and go up the left-hand side of the house. You'll find a little boy, who'll tell you that the mayor's been kidnapped. Then go into the house and the council will ask you to help, and rescue the mayor. Leave the town at the SE and, after a quick appearance by Kayla, jump onto the raft, bound for the Pirate's Hideout.



Go here to meet an important lad

CEREMONY CAVE

Enter the cave and go SW. Kill all the monsters to drop the blocks from your path, and head out of the top NE exit. Kill all the monsters and go NW, kill all the monsters and go up. Walk anti-clockwise around the edge of the room, go NE and get the key. Go back SW, down, SE, NE, NW and NE until you get to a throne room sort-of-thing. Get the KEY, and then head back SW until you can't go any further, then go SE, SW, SE, NE, and kill all the monsters. Jump

across the platforms and open the door, then go NE. Now go up, SW, open the door, NW, kill all the monsters, and activate the switch. Go back SE, SW, NW, kill everything and NE. Now put the crates on the top and bottom switches (see screenshot below) and go up the stairs. Jump around the platforms to go SE and then kill all the mushrooms to go NE. Kill everything and then jump on the switch to go NW. Put the two crates on the two switches to

Kill a monster on this switch to make sure the door stays open



drop the blocks, avoiding the two balls, and head SW. Get the key and then use it to open the SW door.

Be careful in this room, and make sure that you avoid the large stone ball, which'll push you off the edge if it has its way. Hit each of the switches to raise the respective platforms, and then go NE. Kill all the orcs, but make sure that the last orc dies while standing on the switch, so that the door stays open. Go NW, get the key, go back SE and go up. Kill all the monsters, open the door with the key and go SE. Go to the ceremony and kill the orc kings. Free Fara and get the life stock, then turn around and head back NW, down and SW.

Go to the first break in the path, and jump across to the stone platform with the hole in the middle. Drop through the hole, get the life



This is one of those complete gits that isometric games do so well



The entrance to the horrendously difficult ceremony cave. Not easy!

stock and go NE. Kill everything and go SE. Enter the third NW door and get the Eke-Eke, then go SE twice. Now return to Gumi and collect the red jewel from Fara's father. Then return to Massan and talk to everyone, then leave the village to the SW.

Now head NW until you reach two Massanites at a blockage in the road. The bears will move the blockage so go NW, then NE, NE. There's a set of platforms here, so you need to jump on the first one, jump forward, jump left, jump onto the moving platform, jump over the stone bit and back onto the moving platform and then forward. Then jump left, straight forward, left, then left again. Now jump right and right again, and get the life stock. Now jump onto the chest and jump right, then left. Now you're at the top, so go NE and enter the house. Talk to Kado, and he'll give you a magic sword. Leave the house, SW, SW, SW, NW, NW and go into the big tree, Tibor, who appears to be in pain. Now head SW 'til you reach the town of Ryuma.



Yet another of those tricky puzzle rooms in the Ceremony Cave. Pop the crates on these two switches to make the stone ball roll out of the way

THE PIRATE'S HIDEOUT

Once you arrive in the Pirate's Hideout, go up and get the Eke-Eke from the chest, and then head off NE, NW, NW, SW, and then through the top, NE. Go up the stairs, avoiding the balls, SW, get the Eke-Eke and then up the steps and through the top, NE. Go up the stairs and through the top SW, SW, and stand in front of the statue. Jump towards the statue, and you'll push it back, blocking the water off. All the water around the caves will now have vanished.

Go back NE, NE, drop to the bottom, SW, other NE, drop to the bottom, avoiding the spiked ball, SW, SW, bottom NE, SE, SE, SW, down, get Eke-Eke, and a new door has been revealed. Go NW, NW, NW, kill all the monsters, NW. Get the key and the life stock, SE, SE, SE, SE, and up. Now go NE, NW, NW, SW, NW, NW, use the key to open the door, NW, NE, NE. Get onto the first moving platform and jump off to the left, then get onto the second platform and go right to the

far edge then jump off to the stone ledge. Go NE, jump to the first wooden platform and to the second then onto the stone ledge. Face the strange platform, jump forward, right, left, left onto the stone platform. Open the chest, jump forward to the platform, left, and then forward to the wooden platform, and right to the stone ledge. Go NE, kill the baddies, and NW. Immediately run to the furthest switch and stand on it. The spike ball should roll off to the right and fall into the top right pit. You should now be able to jump onto the smooth ball, and jump NW. If it doesn't work first time, keep trying and it will work eventually.

Get the life stock and head SE, SE, NE, kill the monster and the ground will vanish, dropping you into a room below you. Get the key and the Eke-Eke then go SW and up. Go NW and run up the centre of the room, until the first two balls have passed you, then switch to one side and then back to the middle. Go NW, open the door, NW, hit the grey statue, which will vanish to open the door, NW, and climb the vine to the top. Kill the boss, NW, and free the mayor. Open all the chests and you'll find the lithograph, but unfortunately this is where Kayla catches up with you.

One of her assistants grabs Friday, and forces you to hand over the lithograph. Then the cow scarpers with it, leaving you with nothing but a fond memory of it. Head off SE, go down, then go SE, SE, SE, SE, then take the small path to the SW. Sneak past the spike balls and go off at the bottom, NE. Now hit the button and run like buggery up the stairs before the gate closes, and SW. Get the Eke-Eke and the statue of Gaia, then head NE, SW, drop down and go SE, NE, SE, SE, SW, down and board the raft back to town. Now go to the mayor's house and he'll give you some money and a safety pass. Explore again and stock up. Leave town at the NE, NE, NE and you should be back at the large tree, Tibor. This is the first of a few little subquests.

The fabled lithograph map to fame and fortune. Unfortunately it gets nicked, just after you find it



This is a rather special statue of the goddess here in the Pirate's Cave. When you jump at it, it moves back, cutting off the water flow and revealing a few new doorways for you



These are the worst bloody screens to get through, guaranteeing hours of frustration. Follow through the route here to do this one, followed by...



... this one, which is worse. There should be some platforms past the chest but they vanished when I jumped on them. Not very helpful really

TIBOR THE TREE

Go under him, and walk into him. Kill all the spirits, go up, up stairs, up stairs, up, up on platform, activate switch, down,



The rather ill Tibor, who's got some nasty spirits and monsters inside his body. It's up to you to kill 'em all

down, down on platform, up stairs, up stairs, open chests, kill all, up stairs. Jump on the switch and run and jump past the block. Go up on the platform and jump and avoid the balls. Activate the switch and go up on the platform, then kill all and go up on the platform. Kill the big monster, and Tibor will reveal the secret of the trees to you. Get the life stock and go down, then walk off the end of the platform. Now leave the tree.

We haven't got enough room to tell you here what the benefits of this action are, but turn to pages 34 and 35 to find out, and for a few extra hints and tips about the game. Now on with the programme. Head NE, NE, NE, NW, NW, NW. You'll now be at the gates of Mercator. Don't give the guard the bribe he wants, and enter the city.



The gateway to Mercator, and like every other big city, it has its fair share of corrupt city officials. Don't give the guard the money he asks you for

Rip 'n' Tip

MERCATOR

Now that you're in Mercator, explore the entire town, and make sure that you talk to everyone, especially the people in Madame Yard's and the castle guards. Then go to the bottom of the town and off to the NE. Go to the top of the screen and there should be a little girl standing by one of the columns facing the door in the castle wall. Talk to her and you'll see Arthur, the captain of the guards, skiving off, to go to Madame Yard's. Go to Madame Yard's yourself, and talk to everyone in there. You'll be told to check out the fortune teller, so do so, and she'll turn you into a man!

Go back to Madame Yard's and talk to the owner and then follow Linda upstairs, and into the first room. You'll discover the secret behind Madame Yard's in an amusing little interlude, but when you leave the room, you bump

into Arthur, who pushes you into his room. He challenges you to a duel, so that no one will find out about his secret. Slash him once and he'll back down, though, and invite you to the castle. Leave and go to the castle, and you'll be taken to an audience with the Duke. After this, talk to the maid, who'll take you to your room. Leave and explore the castle, especially the kitchens and the guard's quarters. Then go to the banquet room, and you'll be treated to Ludwig's latest composition. Then a slightly sinister occurrence happens, but you'll find out about that later. Now go to your room and retire for the night.

In the morning, explore again and then leave the castle. Now go to the shop in which the owner is in bed. He'll ask your opinion on what to do, so when he suggests a drug store, say no, but say yes to a variety store. He'll ask you to get some stuff for him, and give you a



The famous musician Ludwig performs his new piece. Unfortunately it's a tad crap, so go and make yourself a cup of tea until he's finished

buyer's guild card. Go to the warehouse on the docks and go in. Get one of each of the items for the shop, and then return to the shop. Then get the oracle

stone. Finally, go to the vaults at the side of the church. And when you've done that, just sit back and wait for part two of this fab solution next month.

THE CRYPT

When you first get to these rooms you're probably going to have a coronary unless you know what you're doing. Of course, once you know what you're doing it's dead easy. We haven't got

enough room to show you all the crypts here though, so we're going to leave out the easiest, the first crypt. We are, however, going to tell you what to do here. In room one you just have to kill the bubbles in reverse, ie white, then red, then yellow. OK, so things may start off easily but wait until you get into some of the later crypts. Just read the instructions, though, and you should be OK.



Room 2: Ruby Silent. This is completely simple. Just stand completely still until the lights go out



Room 3: Jack Skywalker. Go to the right wall of the room and jump up like this. Then go right



Room 4: Put the boulder next to the plaque. When the monster appears, pick it up, jump and throw it



Room 5: Jim Bright. Read the plaque and then when the switch falls, put it in front, or at the side, of one of the torches and jump on it



Room 6: Larson E. Yet another amazingly simple one, this. Read the plaque, and when the chests fall, don't open them



Room 7: Dirk the Dark. Dead simple this one. Just kill the dark skeleton, making sure that you don't kill any of the others before that one



Room 8: For this one, when you've read the plaque, put the crate as it's shown here, and jump up to the top, then walk into the wall



Room 9: Dead and End. You'll witness Dexter's fiery end here, but read the plaque yourself and walk towards the door. Then just avoid the fire



Room 10: Stand in the top right-hand corner facing the mummy, and keep slashing with your sword. You'll hit its invisible shadow and kill it

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January 1994 Issue 15

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PLATFORM

This month, Jon Smith takes a look at the history of the platform shoot-'em-up, rates every game ever released in the genre, and asks "so what went wrong?"

TERMINATOR

Luscious graphics and spiffing sounds fail to cover up the seen-it-all-before gameplay. It would get repetitive if it had more than four measly levels to get bored of. Sadly, though, it hasn't, and the whole experience is over far too quickly, by anyone's reckoning. The action comes thick and fast, and it's quite a spectacle, but many of us were disappointed that nothing new was being brought to the established platform shoot-'em-up formula.

ROLLING THUNDER 2

Things were really starting to look a bit bleak as this coin-op conversion consolidated the formula with uninspired and repetitive walking/jumping/shooting action. At least it had a two-player option, but even that was dropped from the depressingly unoriginal sequel (reviewed on page 61 of this issue).



Rolling Thunder 2: now there's an original title for a sequel



The tricky mid-level boss kicks rocket-suited butt as only a mid-level boss in a platform game can

ESWAT

Extra Special Weapons and Tactics, eh? OK, so there were plenty of nice power-ups, but what's so special about jumping around and shooting things? Nonetheless, as one of the first games for the Mega Drive that was actually any good, with plenty of imaginative touches and smooth play, this has stood the test of time. It remains a highly playable and enjoyable game to this day. In many ways, it defined the genre, and assured its reliance on the power-up, the jump and the boss.

DICK TRACY

Dick Tracy, by contrast, has flunked the test of time. A couple of innovative features, like the ability to shoot bad guys either in the foreground with your pistol or in the background with your machine gun, made this interesting when it came out, but it soon dissolves into something very slow and terribly repetitive. The general lack of imagination is sadly representative of a load of subsequent film licences.



It's Dick Tracy, and look - he's shooting his gun. Bang bang bangity bang bang a-bang a-bang-a



It's Ripley off those Alien films, and looky here - she's being attacked by a weird-looking rampaging monster. Squelch

ALIEN 3

Still nothing new, but all the elements are here with enough verve and classy atmospherics to produce a really enjoyable, action-packed and tricky blastfest. It's got loads of meaty power-ups (of course), plenty of room for exploration, and manages to tread the fine line between being slavishly true to its source film, and abandoning all the potential of a great licence. Playable and challenging, it's a fab game from a frequently rather less than fab movie.

SUNSET RIDERS

This manages to succeed by fully accepting the genre conventions - gameplay-wise, there's little apparent difference between this and Rolling Thunder 2 - then lavishing them with humour, well-designed levels, plenty of variety, some original touches (like the dynamite that you can chuck back at the bad guys before it explodes), and responsive controls. True, it's a coin-op conversion, and the arcades don't usually tend to be the breeding grounds for deep, involving or even vaguely interesting games, but it's a

marvellous romp nonetheless, and a right good laugh in two-player mode especially. After a slew of unimaginative rip-offs, it looked like some lessons in innovation were finally being learned.



"Sunset Riders" could almost be some dodgy sexual euphemism

SHOOT-'EM-UPS

A BRIEF HISTORY OF BLASTING

GAME NAME	RELEASE DATE	MEGA RATING
Ghostbusters	March 1991	62%
ESWAT	April 1991	81%
Dick Tracy	June 1991	47%
Turrican	September 1991	59%
Assault Suit Leynos – Import	October 1991	46%
Atomic Robokid – Import	October 1991	60%
Thunder Fox – Import	January 1992	25%
Fatal Rewind	March 1992	79%
Alisia Dragoon	May 1992	81%
Terminator	July 1992	75%
Rolling Thunder 2	September 1992	60%
Atomic Runner	October 1992	45%
Alien 3	November 1992	79%
James Bond: The Duel	December 1992	55% (Issue 3)
Universal Soldier	January 1993	68% (Issue 4)
Global Gladiators	April 1993	75% (Issue 7)
Sunset Riders	May 1993	79% (Issue 8)
Gods – Import	June 1993	76%
Captain Planet	July 1993	58% (Issue 10)
Ranger X	August 1993	81% (Issue 10)
Devastator CD – Import	August 1993	71% (Issue 11)
B.O.B.	September 1993	50% (Issue 11)
Blaster Master 2 – Import	September 1993	80% (Issue 12)
Gunstar Heroes	September 1993	64% (Issue 12)
Jurassic Park	October 1993	64% (Issue 13)
Robocop 3	November 1993	37% (Issue 14)
Rolling Thunder 3 – Import	November 1993	56% (Issue 16)
Robocop Vs Terminator	December 1993	66% (Issue 15)
Terminator CD	December 1993	67% (Issue 16)

RANGER X

Another bright star in the platform shoot-'em-up firmament, this came from nowhere to blow us away with action-packed and imaginative levels, fabulous graphics and a real honest-to-god challenge. With its rocket-packing central character, this feels rather like *ESWAT*, as opposed to, say, *Rolling Thunder 2*, but it's a true successor, and a rather fab one at that.



We love *Ranger X*. We really do. In fact, he's our bestest friend

BLASTER MASTER 2

Similar to *Ranger X*, but not quite as spectacular; the more puzzle-orientated gameplay of *Blaster Master 2* was just as refreshing. It packs quite a challenge, boasts heaps of original features, and comes up trumps with its mixture of strategy and action. Between this and *Ranger X*, we felt at the time that a new generation of Mega Drive mould-breakers was on its way. It wasn't.



Blaster Master: could be faster, but by no means a disaster

ROBOCOP 3

After the major disappointments of *Jurassic Park* and *Gunstar Heroes*, we were all hoping for something a little bit special from this cartridge, only to be shocked by its laziness, lack of innovation and out-and-out tediousness. We'd seen some badly implemented licensed games over the years, but nothing to compare with this repetitive and uncontrollable disaster. The platform shoot-'em-up formula appeared to have got itself into a very deep rut indeed.



Robocop 3? Poo-bag more like

TERMINATOR CD

And now it's come to this. The Mega CD's "next level" of gameplay turns out to be nothing more than a re-hash of an old (and not brilliant) cartridge game. The distinctly unsurprising *Devastator* had left us a bit cold, but *Terminator* was even more of a disappointment. It's not just that we've seen quite a few poorly derivative platform shoot-'em-ups over the past few months, it's even more upsetting that the programmers had a finished model to work from and still couldn't be bothered to add the original features that were so desperately required. There's no reason why we shouldn't be seeing more games with the thrill and invention of *Ranger X* or *Sunset Riders*. The genre isn't dead; its progress has just been stalled.



Kyle Reece demonstrates his feared leg spinner on an oversize and frankly futuristic wicket

AT A GLANCE

The top five platform shoot-'em-ups for the Mega Drive:

1. Ranger X
2. Alien 3
3. Sunset Riders
4. Blaster Master 2
5. ESWAT

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Sid Pocket	Too Jam & Earl	
Simpsons	Too Toot	
Sonic 2	Two Crude Dudes	
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**This page is all about
buying back issues and
binders - not very funny,
but useful nonetheless**

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GAME	FEATURE	ISSUE	GAME	FEATURE	ISSUE
Aladdin	Review	14	Mortal Kombat	Review	13
Alien 3	Rip 'n' Tip	4	Rip 'n' Tip	13	14
Another World	Review	6	Muhammad Ali	Review	6
Asterix	Rip 'n' Tip	10/11	NHLPA Hockey '94	Review	12
Batman: Joker	Review	7	Night Trap (CD)	Review	7
Batman Ret (CD)	Rip 'n' Tip	9	Pirates Gold	Review	15
Bill Walsh	Review	11	Populous 2	Review	12
Bio-Hazard	Review	12	Ranger X	Review	10
Blaster Master 2	Review	3	Road Rash 2	Review	4
Bubsy	Review	12	Rocket Knight	Review	12
Chakan	Review	6	Royal Rumble	Review	14
Chuck Rock 2	Review	13	Sensible Soccer	Review	15
Cool Spot	Review	9	Sewer Shark (CD)	Review	7
Cyborg Justice	Review	9	SF2: SCE	Review	14
Davis Cup Tennis	Review	12	Sherlock Vol 1 (CD)	Rip 'n' Tip	15
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Fantastic Dizzy	Review	13	Sonic 2	Review	2
Final Fight	Review	8	Sonic (CD)	Review	13
FIFA Soccer	Review	15	Sonic Spinball	Review	15
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MEGA/ISSUE16/194

Top 100



If you still haven't decided which game you'd like to see sticking out of your Christmas stocking, we might be able to help. Choose any game from the following Mega Drive and Mega CD listings and you won't go far wrong - you'll even get some top cheats for it, courtesy of the constantly-updated MEGA Tips List...

TOP 100 MEGA DRIVE GAME POSITIONS

2020 Super Baseball	97	Mega-Lo-Mania	27
Aero Blasters	31	Micro Machines	8
Asterix	83	Mid-29	74
Blaster Master 2	2	Mortal Kombat	39
Blaster Master 2	55	Muhammad Ali Boxing	69
Blaster Master 2	71	NHL Hockey '94	10
Blaster Master 2	91	Olympic Gold	89
Blaster Master 2	99	PGA Tour Golf 2	13
Blaster Master 2	44	Populous 2	67
Blaster Master 2	93	PowerMonger	48
Blaster Master 2	84	Puggsy	73
Blaster Master 2	72	Quackshot	19
Blaster Master 2	56	Rainbow Islands	30
Blaster Master 2	42	Ranger X	65
Blaster Master 2	92	Revenge of Shinobi	77
Blaster Master 2	78	Road Rash 2	12
Blaster Master 2	21	Rocket Knight Adventures	51
Blaster Master 2	90	Rolling Thunder 2	70
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Blaster Master 2	20	Royal Rumble	33
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Blaster Master 2	35	Shining Force	26
Blaster Master 2	68	Shinobi 3	49
Blaster Master 2	17	Side Pocket	47
Blaster Master 2	76	Sonic	29
Blaster Master 2	6	Sonic 2	4
Blaster Master 2	14	Sonic Spinball	37
Blaster Master 2	43	Speedball 2	59
Blaster Master 2	52	Street Fighter 2	3
Blaster Master 2	5	Streets Of Rage	41
Blaster Master 2	7	Streets Of Rage 2	18
Blaster Master 2	22	Strider	79
Blaster Master 2	60	Sunset Riders	95
Blaster Master 2	58	Super Hang-On	96
Blaster Master 2	34	Super Kick Off	64
Blaster Master 2	11	Super Monaco GP 2	36
Blaster Master 2	50	Taz-Mania	58
Blaster Master 2	100	Team USA Basketball	85
Blaster Master 2	63	Teenage Mutant Ninja Turtles	63
Blaster Master 2	23	The Hyperstone Heist	46
Blaster Master 2	80	Terminator	82
Blaster Master 2	1	Terminator 2	54
Blaster Master 2	9	Thunderforce 3	87
Blaster Master 2	79	Thunderforce 4	38
Blaster Master 2	94	Tiny Toon Adventures	25
Blaster Master 2	81	ToeJam & Earl	61
Blaster Master 2	15	Ultimate Soccer	68
Blaster Master 2	16	World of Illusion	40
Blaster Master 2	28	X-Men	32
Blaster Master 2	57	Zombies Ate My Neighbours	45

TOP 10 MEGA CD GAME POSITIONS

Batman Returns	8	Lethal Enforcers	4
Dune CD	6	Night Trap	7
Ecco CD	9	Silphed	3
Final Fight	5	Sonic CD	2
Joe Montana	10	Thunderhawk	1

1. JOHN MADDEN FOOTBALL '94 (INC. MADDEN '92 AND MADDEN '93)

Publisher: EASN • Price: £49.99
Reviewed in Issue 14 of MEGA



Although Madden '94 is quite different in terms of graphics to the other three previous games, it's still basically the same game. But with the addition, finally, of a league, the sponsorship of the NFL (so you get all the real teams), more plays, and loads more stats, this is the definitive version of the game.

MEGA says: For two-player head-to-head action this is simply unbeatable and now, with the addition of a league and proper play-offs, the one-player game is so much better as well. Some people might like the old graphics compared to the new ones, but that's only a minor niggle.

FOR SALE: John Madden '93

£25 - 0229 770066

£23 - 0405 761893

£20 - 0202 516770

£20 - 0387 69133

£25 - 071 834 4644

£10/Swap - 0767 260706

£20 - 081 539 3565

£25 - 081 4459618

£20 - 031 657 3164

£20 - 0689 821079

TO SWAP: John Madden '93

Swap for Super Monaco GP2 - 0733 264343

Swap for PGA Tour Golf 2 - 0272 315925

FOR SALE: John Madden '92

£15 - 0689 821079

FOR SALE: John Madden Football

£18 - 0768 892035

2. ALADDIN

Publisher: Sega • Price: £44.99
Reviewed in Issue 14 of MEGA



Just when you thought that all platform games were the same, along comes this. Using every trick in the book, inventing a few more and then adding some of the best graphics and sound ever seen or heard in a game, this is going to give you hours and hours of enjoyment. This should sell loads because of the film tie-in, but for once both

the game and the film are amazing. **MEGA says:** Sonic 2 is beginning to show its age, and with games like this one, the boundaries of platform games are always being pushed.

3. STREET FIGHTER 2: SPECIAL CHAMPION EDITION

Publisher: Sega/Capcom • Price: £59.99
Reviewed in Issue 14 of MEGA

Not the amazing force of a game it is on the SNES, simply because there are so many good games for the Mega Drive already. However, this is still the best beat-'em-up ever and it's also an amazingly playable game that anyone, no matter how incompetent, can enjoy. With that special Turbo mode, the chance to control all the bosses and the bonus Elimination match-up to play, you're never going to get bored, and that's a promise.

MEGA says: The wait was worth it. The first 24-Mbit game is a polished, playable and spot-on conversion of the arcade machine. Although the game is pricey, you'll still be playing it this time next year.

4. SONIC 2

Publisher: Sega • Price: £39.99

Reviewed in Issue 2 of MEGA

Hey, you want top grade video game entertainment? Then you got it. This game has fast, smooth colourful graphics, top sound and playability that would make most game programmers' eyes water. Even if you do finish it, you've still got the two-player races and all those time challenges to have a go at. What is the fastest time possible for the Emerald Hill Zone act one?

MEGA says: You might find it too easy to finish, but it does leave the original game sobbing in a dark, damp corner.

FOR SALE: Sonic 2

£17 - 081 319 3267

£25 - 0202 487615

£15 - 0387 69133

5. FIFA INTERNATIONAL SOCCER

Publisher: EA Sports • Price: £49.99

Reviewed in Issue 15 of MEGA



After almost three years the Mega Drive finally gets a top football game. It's all here: a league, international championships, fantastic gameplay, great graphics, superb sound and loads of atmosphere.

MEGA says: EA Sports come up with the goods once again and with that lovely 4 Way Play adaptor you can even get three of your mates to play at the same time. But wait, what's this other game...?

5. SENSIBLE SOCCER

Publisher: Sony • Price: £39.99
Reviewed in Issue 15 of MEGA



Yep, we thought long and hard about this, but we couldn't separate the two games. And the reason? Well, even though they're both football games, they go about the task in different ways and are both good in different ways. Sensible Soccer is a faster paced, even arcade, game with some seriously good gaming options (change those team and player names to suit your own needs). So we've decided to give them both the same position in the Top 100.

MEGA says: If you're going to buy a football game, it has to be one of these two. Try them both and see which one best suits your gaming needs.

7. FLASHBACK

Publisher: US Gold • Price: £39.99
Reviewed in Issue 9 of MEGA



Stick some nice animation into a game, and most people will tend to get very excited about it, ignoring the rest of the game completely. With Flashback though you can sit down, watch the animation and then get completely involved in a great arcade adventure.

MEGA says: This is in many ways a perfect game. It's amazing to look at, it sounds brilliant, it's tough, involving, easy to control and thoroughly addictive. What more could you really ask for? Well not very much really so rush out and buy this now.

FOR SALE: Flashback

£30 - 0252 621421

£25 - 0246 550706

£25 - 0730 816414

£25 - 0768 892035

8. MICRO MACHINES

Publisher: Codemasters • Price: £34.99
Reviewed in Issue 5 of MEGA

It may not be the best looking or sounding game in the world, but the gameplay and playability are amazing and the head-to-head fun rivals that of John Madden.

With loads of courses for the one-player game, the two-player tournament game, and 12 different characters to choose from, this game is going to be

slotted into your Mega Drive for a very long time to come.

MEGA says: Frantic two-player action and a tough one-player challenge make for a fantastic game.

FOR SALE: Micro Machines

£20 - 0704 24038

£24 - 0442 69378

£25/Swap for Jurassic Park - 0242 674162

9. JUNGLE STRIKE

Publisher: EA • Price: £39.99
Reviewed in Issue 9 of MEGA

This is the fabulous follow-up to the brilliant Desert Strike, and this sequel has everything you could wish for and more.

There are more missions (50 in total), more campaigns (9 this time around) and there's even the chance to get behind the controls of some different vehicles. The gameplay though similar to the original, is varied enough to provide some real interest.

MEGA says: This game is tough, even better looking than the original and just good clean shoot-'em-up fun. Desert Strike was an incredibly popular game, but this is a classic Mega Drive game.

FOR SALE: Jungle Strike

£25 - 0730 816414

£25 - 071 834 4644

£30 - 0768 892035

£30 - 0482 856187

£25 - 0387 69133

10. NHL HOCKEY '94 (INC. NHLPA HOCKEY AND EA HOCKEY)

Publisher: EA • Price: £44.99
Reviewed in Issue 12 of MEGA



This is the third in the series and there are yet even more additions and improvements. The old question of whether this should be bought over the other two raises its head again and it's a tough one to answer. If you're new to ice hockey, this will amaze, astound and completely satisfy you, but anyone who owns one of the two previous games may be left wondering "is that all". Still, it's top-rate Mega Drive action, so make absolutely sure you own at least one of these hockey games.

MEGA says: This is Paul's personal fave and if he's being a bit annoying, we shove him over to a small corner with a copy to keep him quiet.

FOR SALE: NHLPA Hockey '93

£25 - 0229 770066

£20 - 0752 705881

£25 - 071 834 4644

£20 - 0387 69133

£20 - 0689 821079

£17 - 031 857 3164

FOR SALE: EA Hockey

£15 - 0935 78705

£17 - 081 445 9618

WANTED: NHLPA Hockey '93

0789 488205

11. HELLFIRE

Publisher: Sega • Price: £34.99

Aero Blasters is the only serious competition to *Hellfire* in the space-blast department. A clever and imaginative shoot-'em-up, *Hellfire* makes you think before you zap with four switchable weapon systems which, if you're going to make any progress through the game, have to be employed with expert speed and accuracy. The end-of-level bosses have had a bit more thought put into their design than the usual "find the weak spot and sit and pummel it for a couple of minutes" routine, and the graphics change enough from level to level to make it a real joy to discover what's in store in each new stage. You get a lot of continues, which makes the game a bit easy to complete, but nothing's perfect huh? Although this does come damn close.

MEGA says: *Hellfire* is really great stuff, and although *Aero Blasters* is equally as impressive, if it's a bit too demanding, this'll be right up your street.

FOR SALE: *Hellfire*

£20/Swap - 0743 243968

£20 - 0202 487615

12. ROAD RASH 2 (INC. ROAD RASH)

Publisher: EA • Price: £39.99

Reviewed in Issue 4 of MEGA



Not entirely different to *Road Rash*, but it improves on the original enough to make it even more enjoyable. The two-player mode split-screen is a god-send and the intense rivalry it produces is unbeatable. The one-player mode is also that bit tougher, and with more bikes and better graphics and sound this really is a great improvement.

MEGA says: Speed, violence and bikes - what more could you ask for?

FOR SALE: *Road Rash 2*

£20 - 051 355 0867

£18 - 081 539 3565

£20/Swap - 081 578 2671

FOR SALE: *Road Rash*

£20 - 0623 659306

TO SWAP: *Road Rash*

0789 488205

13. PGA TOUR GOLF 2 (INC. PGA TOUR GOLF)

Publisher: EA • Price: £44.99

Reviewed in Issue 5 of MEGA

What was wrong with the original *PGA Tour Golf*? Well, not a lot actually. Perhaps you could have done with a few more courses and possibly some other bits and bobs to improve the game generally. Well, that's what *PGA Tour Golf 2* does. There are three more courses, the chance to put draw and fade on the ball and all sorts of other options.

MEGA says: The best multi-player game has been improved and if you and your mates like nothing better than playing a round, this is for you. Be careful though if you've got the original, because this one isn't drastically different.

FOR SALE: *PGA Tour Golf*

£20 - 0202 487615

14. F1

Publisher: Domark • Price: £39.99

Reviewed in Issue 11 of MEGA

While *Super Monaco GP* wins hands down on realism and looks, *F1* beats it into first place for speed and playability. And if you think you can handle more than the normal speed of the game, there's always the turbo mode. With all the 16 Formula One courses, battery back-up for ten games and a simultaneous two-player game, *F1* has all the right ingredients to make it a top ten game, and indeed, that's where it is.

MEGA says: Thrills, spills and a lot of crashes. That's what's in store for you with this game. For speed freaks and Ford Fiesta owners alike, this is a must buy.

15. LANDSTALKER

Publisher: Sega • Price: £49.99

Reviewed in Issue 14 of MEGA



Our hero Nigel must combat all manner of strange beings and solve intriguing puzzles if he's ever going to find King Nole's treasure in what has got to be one of the most eagerly-awaited games every.

A large, brilliant and new-style RPG that will appeal to experienced gamers and novices alike. Superb! **MEGA says:** Paul has actually been playing this for ages, and he doesn't usually like role-playing games. So that's a recommendation if ever there was one.

16. LEMMINGS

Publisher: Sega • Price: £39.99

Reviewed in Issue 2 of MEGA

180 one-player levels, 20 two-player levels and addictive puzzling gameplay that's going to keep you stumped for an incredibly long time. Excellent use of a passwork system and an easy control system make this a must for all gamers.

MEGA says: It's addictive, brain teasing and once you get into it, you'll be reluctant to get out again. What more of a recommendation do you need?

FOR SALE: *Lemmings*

£10 - 0986 873456

£27 - 051 531 7284

£20 - 0202 487615

£20/Swap - 0767 260706

17. ECCO THE DOLPHIN

Publisher: Sega • Price: £39.99

Reviewed in Issue 6 of MEGA

Once in a while a game comes along that is just that little bit different to the rest. It may be cute, it may even look nice, but its real pulling power is the gameplay. Such a game is *Ecco*. You've got to help out your fellow dolphins (and help yourself) in this deep (pun number 343) underwater adventure. There are puzzles to solve, routes to find, dangers to avoid and even some shooty bits.

MEGA says: It brings a whole new realm of gameplay to the Mega Drive. It's tough, beautiful, and an absolute joy to play.

FOR SALE: *Ecco*

£25 - 0509 268475

£20 - 0229 770066

£20 - 0387 69133

£20/Swap - 081 578 2671

£20 - 0868 727022

18. STREETS OF RAGE 2

Publisher: Sega • Price: £44.99

Reviewed in Issue 4 of MEGA

You won't find a better beat-'em-up on the

Mega Drive (except for *Street Fighter 2* of course) and it's even better than some arcade ones too. Improvements on the original include two new characters (Max and Skate), a head-to-head mini game, amazing graphics and playability as well.

MEGA says: You won't find it tough enough if you play on easy level with loads continues. So if you're a hotshot gamesplayer, do yourself a favour and play the game on hard level with only a couple of continues.

FOR SALE: *Streets of Rage 2*

£23 - 081 303 8881

£25 - 051 531 7284

£25 - 0272 315925

19. QUACKSHOT

Publisher: Sega • Price: £39.99

Yes, it's another platformer; yes, it's another Disney licence; yes, it's a bit of a clone of *Castle of Illusion*; but none of that matters one little bit. Why not? Because *Quackshot* is excellent fun. This is the game that *Fantasia* should have been. It looks lush, sounds lovely, and it's action-quacked (sorry) from start to finish.

MEGA says: It's quite an old game now, but we still think you should get it!

FOR SALE: *Quackshot*

£20 - 081 690 3978

£25 (with Jap adaptor) - 0524 67821

£25 - 051 531 7284

£20 - 0202 487615

£15 - 0743 368643

20. DAVIS CUP TENNIS

Publisher: Domark • Price: £39.99

Reviewed in Issue 12 of MEGA

This is getting silly. We've waited ages for a decent foot game and it arrived (see *Ultimate Soccer*) and we've waited just as long for a tennis game which will knock our socks off - well here it is. It's fast, intricate, and it has a lovely technical learning curve and a stonking two-player option.

MEGA says: Definitely more of a two-player game than a single-player-against-the-computer one, this will bring out the real competitor in you.

21. COOL SPOT

Publisher: Virgin • Price: £39.99

Reviewed in Issue 9 of MEGA

This ultra-cool, cute and loveable little dude sits brilliantly inside this fabulous platform game.

MEGA says: Playable, cute, large, difficult game with a great soundtrack.

FOR SALE: *Cool Spot*

£23 - 081 303 8881

£30 - 0935 78705

£25 - 0246 550706

£24 - 0482 866187

£28 - 081 445 9618

22. GAUNTLET 4

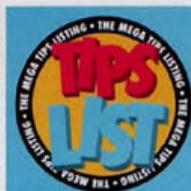
Publisher: Tengen • Price: £39.99

Reviewed in Issue 13 of MEGA



What an amazing coin-op *Gauntlet* was. Many a mispent youth has been spent shoving ten-pence pieces into the mammoth arcade machine. And now those days are back. And by adding three different modes and using the four-player tap for maximum hilarity, it's even better than ever.

MEGA says: A top arcade game gets the conversion treatment and actually ends up being better than the coin-op. Hoorah for Tengen!



AFTER BURNER 2

On the intro screen hold down A, B and Start. When the carrier appears, select your start level with Left and Right.

When pressing the speed-up button, wait until you reach max speed then double tap the speed-up button for an extra boost.

For 100 missiles press Left and B on stage 3, Right and B on stage 5, B on stage 8 and B on stage 11.

For 100 missiles press Left and B on stage 13, Right and B on stage 16, B on stage 19 and Right and B on stage 21.

ALIAS

Using pad one, enter the options screen. On pad two, press C, Up, Right, Down, Left, A, Right and Down. Listen for the sound, then start the game as normal and pause. On pad one press Start to pause and then C, A and B. The screen should go green. Unpause and you'll skip the level.

BART VS THE SPACE MUTANTS

At the end of the level, stand under the last window of the retirement home and use the whistle to get more money.

To get your hands on Moe, you have to stand on the stool, put your coin in the phone box and then do the following: Press Left and C together, and Bart will slide off. Touch only button C, but keep Left pressed until you press the door. Stop, press Right to turn towards the door, and wait for Moe to come out, then spray him.

BATMAN

On level three, get the extra life from the first chimney. Continue upwards then return. Repeat nine times for nine lives.

BATMAN RETURNS (CD)

On the options screen highlight Game Type. Move it to screen and hold the pad Left and press the B button. Move the pad down to Difficulty, hold Left and press the B button. Go this down to option 7. Once you reach the last option, repeat the procedure all the way back up to the Game Type option. You will hear a ring. Now change any option you want. To skip levels, pause and press button C.

BATMAN: REVENGE OF THE JOKER

Enter the number 5257 on the password screen. A row of mushrooms things will appear. Now enter your new code with the level you want, then the stage on that level, then C and B to finish off the codes. So far level 4, stage 2, enter 030.

BIO-HAZARD BATTLE

Here is a level select. Wait until the Sega logo appears and then press and hold button C. Now, with C held down, press the following on the joystick: Up, Right, Right, Down-Right, Down, Down-Left, Up-Left and Up. Then press Start.

BLACK HOLE ASSAULT

For a hidden game, enter your name as AZY. Choose Operation BNA. Highlight and then enter AZY. Now you can play a game of pong called Black Hole Assault.

To kill someone instantly, enter your name as BIGNET. Play the game, but if you're losing, press Start on the second pad and your opponent will fall over.

For invincibility, do the same as above but your name is MUTEX.

B.O.B.

Hold down all the buttons on both pads when you see the "Foley Presents" screen; you'll hear a sound. Now when you play the game you'll miraculously start with full ammo and resumes and infinite lives.

Use the following password and the codes below and you can choose which team you want to play as and which team you want to oppose. Enter (opposition code), (your team code), then 00P88B.

OPPOSITION:

Eastern: B - Bucks, C - Bulls, D - Celtics, F - Pistons, P - Pacers, R - Hawks, S - Pacers, M - Seattle

Western: F - Golden State, W - Blazers, X - Lakers, Y - Spurs, I - Houston, J - Phoenix, K - Utah Jazz

YOUR TEAM:

Eastern: D - Bucks, X - Bulls, R - Celtics, S - Pistons, I - Pacers, J - Hawks, Z - Knicks, C - Pacers

Western: G - Golden State, B - Blazers, L - Lakers, Q - Spurs, Z - Phoenix, V - Utah Jazz, 2 - Houston, O - Seattle

CASTLE OF ILLUSION

When you have finished a level, press Start while your score's being added, for extra lives.

Hit the tree-trunk boxes by waiting to the left of the screen and firing apples at him when he's a tree trunk.

CHAXAN

Select practice mode and start the game. Above the air portal you'll see a platform, and to the right of this is another platform. Stand on it, select and use the passage spell, and then look at the big overall map. You'll have completed the first 12 levels.

CHUCK ROCK: BOYS

For a hidden options screen, press A, B and C together on the title screen.

CHUCK ROCK

While the band plays, press ABRACADABRA and the guitarist will smile. Also, press A, B and C together, start the game and then press Up while holding A to advance a level.

CHUCK ROCK 2: SOK OF CHUCK

Pause the game, and press B, A, Right, A, C, Up, Down then A and unpause the game. Now pause it again, and press A and Right to go up a level, or you could press A and Up to skip the entire zone.

CHUCK ROCK CD

Here are some passwords: Level 2: GJFKF, Level 3: POKKN, Level 4: JNXTX, Level 5: TSPXP

COMA COMEAWAY

Here's a level select. Start on the title screen so that the Game Start and Config Modes options appear. Now press Up, Left, Right, Right and Up. The sound of an explosion will let you know the cheat has worked. When you start the game, and the level name and number come up, press Left or Right to move through the numbers. Pressing Start while you are playing a level will mean you complete it.

COLUMBUS

Build a column of blocks on one side of the screen. Position a magic block so that only two of the three blocks fit on the screen. The third block will fall separately.

COOL SPOT

Pause the game. Now press A, B, C, B, A, C, A, B, C, B, A and C. The game will now finish the next you're on for you.

COMBINATION

The most important weapon is the bomb, but don't use it until you're in prison.

If thrown in prison, check your pockets... Don't buy a lock-pick, simply find one.

The crab monster is only a hologram, but sometimes it's hiding something infinitely more dangerous, so beware CRAB BALL.

Go to the music demo and play the music for level six. Now press A, C, A and B. Go back to the title screen and start the game. When the wheel screen comes up, hold B and press Up to choose your level.

CYBORG JUSTICE

For a secret options screen press C, B, C, C, A, C and B when playing Arcade mode.

DAVID ROBINSON'S BASKETBALL

Here are some passwords: CASOEA1F - LA vs Detroit, ASTURBOE - Chicago vs New York, FACULT1B - New York vs LA, DETROIT, WYCOATU - Detroit vs LA.

DEADLY MOVES

Here are some character codes: Warren - X32 E2Y, Vagood - WBY MFOH2, U Yong - WBY E2Y U2, Baraki - HBI Y3K D4K, Brook - HBB MFCN M4K, Gaudium - X7B 2B3 M7.

DEAR ATTACK

Land on top of a bouncy pole. If the red segments turn white, your life is replenished.

DESERT STROKE

Here are some codes: Level 2: BQRAZF, Level 3: TLKQAP, Level 4: WITQJP.

For ten lives instead of three enter code: BQOQAEZ.

DRAGON'S FURY

Enter CUBWRORE for 71 balls and 98,123,300 points. Enter ALCBAEBC for 21 balls and the end-of-game sequence.

This tip lets you get the 2,000,000 special score. Launch the ball and hold down both flippers. The ball should pop into the head.

EARNST EVANS

To skip a particular level, pause the game and press Up, A, Down, Left, A, Right, B and then unpause.

ECCO

Here are the codes for the levels: The Underwater - WEFNBP, The Vents - PUDYJOK, The Lagoon - TCKSLJT, Ridge Water - QZCWOOLE, Open Ocean - KEGKALGF, Ice Zone - FJZCGLZ, Hard Water - TRAWCGLZ, Cold Water - BFWKXRO, Island Zone - WTCAYREH, Deep Water - UPPHYREH, Marble Sea - ELKXREF, The Library - TSPFVEX, Deep City - TOYKXREK, City of Forever - SACTXRET, Jurassic Beach - SDCAYVNLK, Pterodactyl Pond - BOYVAPEA, Origin Beach - GRPZAPFE, Trillable Circle - UGJBSPEF, Dark Water - ZDOHBEF, Deep Water - YDDBEF, City of Forever - YUPGLY, The Tube - BFWKXRLK.

Welcome to the Machine - YUFBKRLC, The Last Fight - KTFMULJN.

Enter your password as BBAK79 and you'll start on the Lagoon level. Your breath meter has now gone and you can stay underwater for as long as you like.

EURO CLUB SOCCER

Take your pick of the following English teams to play as in the final: Norwich City - 279AAAGC (vs Rangers),

Liverpool - SAHEAAGCA (vs Celtic), Aston

Villa - BQDUAA7CA (vs Real Sociedad), Spurs - JCUAAABAA (vs Celtic), Arsenal - ZWHEAABAA (vs Borussia), Nottingham Forest - KQAEABAAE (vs PSV Eindhoven).

Enter your password as THREE SHROODED WHEAT, with each word on a separate line, and your player will be able to kick incredibly hard.

Enter your password as GUTTER and when you quit a match you won't forfeit the game - the score will remain the same.

EX-MUTANTS

Go to options and set the music to 05 and the sound F2 to 21. Highlight EXST and then hold down A, B and C before pressing Start. Shoveen will say "too easy" and a cheat screen will appear.

F1 CIRCUS

To skip training mode, select skip one of training, and as the starter counts down to 5, move into reverse and drive backwards around the course for a good lap time. If you continue to clear all the round like this, six teams will try to sign you up.

F-1 GRAND PRIX

Start the British Grand Prix in a McLaren's car: NABCTPHSMKTX3X0DE SHIKUJLKTFF7 H0LK1L LONVORGE

TOP 10 MEGA CD GAMES

The list of good Mega CD games is growing slowly but most definitely surely. The two new entries in this month's Top 10 are very good games indeed and the *Lethal Enforcers* package (Mega CD game plus one light gun) is actually cheaper than the equivalent Mega Drive bundle. At last, things are really looking up for the Mega CD.

1. THUNDERHAWK

Publisher: Core • Price: £39.99
Reviewed in Issue 13 of MEGA



Take one look at the amazing graphics for this game and you'll see that the CD (as a machine to blow everyone's socks off) has finally made it. But it's not only the graphics that make this game stunning. With non-stop adrenaline-pumping shoot-'em-up action you're gonna get a real kick out of this. You really are going to love it. MEGA says: Although we've all been blown away by the graphics, there's an immensely playable and addictive game in here too.

2. SONIC CD

Publisher: Sega • Price: £44.99
Reviewed in Issue 13 of MEGA



We all expected it to be good, and it is. The game is still very much *Sonic* but it now has some depth. To finish this you're actually going to have to play the game. Oh, and the graphics on the special stages are stunning. MEGA says: Ever since everyone who bought the original *Sonic* finished it in a couple of days we've wanted a *Sonic* game with a challenge. Well, we had to wait for the CD version to provide it, but at least it's finally here.

3. SILPHEED

Publisher: Sega • Price: £39.99
Reviewed in Issue 13 of MEGA



Touted as the most amazing graphical game yet to appear on the CD, *Silpheed* has been slightly upstaged by *Thunderhawk*. Still, the speed and realism of this space shoot-'em-up can't be overlooked. Addictive, fun, and stunning to look at. MEGA says: If this and *Thunderhawk* are the shape of things to come, we're in for a real treat.

23. JAMES POND 3: OPERATION STARFISH

Publisher: EA • Price: £49.99
Reviewed in Issue 14 of MEGA



The first Pond was OK, the second was OK as well, but a bit better than the first. Pond 3 is loads better than the second and very good to boot. There is large Mario-style gameplay in the usual platform style, but with loads to do and lots of levels to do it in, this is another seriously good platformer for the Mega Drive. MEGA says: Andy hates the other two Pond games, but he loves this one. Looks like it's third time lucky for old Jimbo.

24. ROLO TO THE RESCUE

Publisher: EA • Price: £39.99
Reviewed in Issue 5 of MEGA



Platform games can be found in abundance on the Mega Drive, but with the exception of *Sonic*, you won't find a cuter, more loveable character than Rolo. Then, when you find out his Mom has been kidnapped, you're pulled in and there's no way out unless you finish the game. MEGA says: Cute graphics and lovely sound we've had before, but there is more to this game than that. There are loadsa secret rooms, puzzles to work out, and bosses to defeat. FOR SALE: *Rolo To The Rescue* £25 - 0246 550706

25. TINY TOONS

Publisher: Konami • Price: £39.99
Reviewed in Issue 8 of MEGA



Cute, big and easy to play, this platformer has got it all. With a password for each level, seven different "worlds" to get through, loads of characters from the cartoons and some nasty end-of-level bosses to defeat, this scores very highly in all gameplaying areas. MEGA says: Fast, colourful, cute, playable... the list of qualities in this game is endless. FOR SALE: *Tiny Toons* £20 - 0623 659306

26. SHINING FORCE

Publisher: Sega • Price: £39.99
Reviewed in Issue 10 of MEGA



We all complain when games are too easy

to finish and we also complain that the hardest games to complete, RPGs, are boring. Well if you're of that ilk, you should definitely check this out 'cos you're in for a surprise. It's got cute characters, a do-the-right-thing storyline and gameplay most games can only dream about.

MEGA says: Very soon we're going to have to stop taking the mick out of role-playing games, because they're getting quite good now.

FOR SALE: *Shining Force* £25 - 071 834 4644
£30 - 0532 565079

27. MEGA-LO-MANIA

Publisher: Virgin • Price: £39.99
Reviewed in Issue 6 of MEGA

Ever wanted to know why a "God-game" is called a "God-game"? Well just take a few minutes of the murder, mayhem and madness on offer in *Mega-Lo-Mania* and wonder no more. Their lives are in your hands (cue evil laugh) and you can do whatever you want. There's more to this, however, than killing a few people. It's an intense strategy game which, if you're not careful, will make hours pass by like minutes.

MEGA says: Although heavy strategy like this won't appeal to the more *Sonic*-minded among you, if you're after a bit of brain-bending, then this should suit you down to the ground. Every little detail is great and the gameplay is very smooth.

FOR SALE: *Mega-Lo-Mania* £25 - 0579 342692
£15 - 0730 816414
£25 - 0768 892035
£20 - 0743 368643
£25 - 0442 69378

28. LETHAL ENFORCERS

Publisher: Konami • Price: £64.99
Reviewed in Issue 15 of MEGA



It's amazing how a perfectly good first-person perspective shoot-'em-up can be turned into a classic game just by the addition of a small Dirty Harry light gun. The coin-op was great fun because of the gun, and thanks to Konami you can now re-live that arcade experience on the Mega Drive.

MEGA says: The gun is cool (and a lot cheaper than the Menacer) and the two-player simultaneous game is a real hoot.

29. SONIC THE HEDGEHOG

Publisher: Sega • Price: £34.99

It's quite possible that this is the most famous video game ever - it's certainly the one which, more than any other, lifted console games out of the spotty schoolboy ghetto and into the real-world limelight where they truly belong.

Yeah, it's a bit easy to finish, but why be selfish? Isn't it nice that everyone gets a chance to see the end sequence for once? Anyway, there's so much hidden away in *Sonic The Hedgehog* and it's just so much damn fun to play that you'll never get bored with it, no matter how many times you whip nasty ol' Dr Robotnik's ass. And, if you don't still get a buzz when Sonic loops the loop at maximum speed with his super-fast boots on, get someone to check your pulse - it is possible you're dead.

MEGA says: Still the most technically

stunning game the Mega Drive's ever seen, and the standard-bearer of a whole new era of video games. Completely amazing, completely brilliant.

FOR SALE: *Sonic* £13 - 081 319 3267
£5 - 0269 871285
£11 - 081 427 6176
£20 - 0202 487615
£10/Swap - 0767 260708
£15 - 0708 748274

30. RAINBOW ISLANDS

Publisher: Taito • Price: (see importer)



Already hailed as the best 16-bit computer game of all time, *Rainbow Islands* has come to the Mega Drive and, miraculously, has got even better. The impossibly addictive platform action is the same as ever, the amazingly cute graphics are as sweet as ever, and the devilish, fiendishly hidden bonuses are as devilish and fiendishly hidden as ever. And with Mega Drive's *Rainbow Islands* you get a whole extra game on top! Well, it's more of a variation than a completely different game, true, but the extra, harder version extends the life of a game which was already practically immortal, and makes it just about the best value-for-money investment you'll ever see in an arcade platformer.

MEGA says: If you've got a UK Mega Drive, this game alone makes it worth buying a Jap adaptor. Seriously beautiful, incomparably playable and unbeatably addictive.

FOR SALE: *Rainbow Islands* £30 - 0202 487615
£65 - 0768 899773

31. AERO BLASTERS

Publisher: Kemco (Import) • Price: £40

If you're one of the not-very-many people who've played this brilliant game in the arcades (under the name of *Air Busters* more likely than not), you won't need telling what an absolutely fantastic, all-action, exciting and varied blastation it is. If you aren't one of those people, then be told right now - *Aero Blasters* is one of the fastest, meanest, sexiest, joy-padd-grippingest, sweatiest shoot-'em-ups there's ever been.

It is more impressive looking than most Mega Drive zappers, more innovatively designed, better off in the end-of-level boss department, and it has frighteningly fast and dangerous tunnel sections, which provide the biggest wide-eyed thrills you'll ever get from your console.

MEGA says: This is one of the best Mega Drive shoot-'em-ups ever, without the tiniest shadow of a doubt. Your game collection shouldn't be without it.

32. X-MEN

Publisher: Sega • Price: £39.99
Reviewed in Issue 9 of MEGA



Although superheroes are popular sources of games, the games themselves usually

end up being dire little platformers. This is a platform game, but thanks to the ingenious use of the characters and the team effort needed to play the game, it lifts itself above the rest.

MEGA says: Paul loves this game for two reasons: 1) He's a big X-Men fan, and 2) the game is fab. So, if it's good enough for him, it's good enough for everyone else.

33. ROYAL RUMBLE

Publisher: Acclaim • Price: £49.99
Reviewed in Issue 14 of MEGA



OK, so wrestling may not be the most "honest" sport in the world, but with up to 12 people all in the ring at once, it's entertaining if nothing else. And, thankfully, this game captures the fun element of that competition.

MEGA says: Two-player, one-player, tag-team and Royal Rumble - it's all here and jolly good fun it is too.

34. GOLDEN AXE 3

Publisher: Sega Japan • Price: £39.99
Reviewed in Issue 12 of MEGA



Completely replacing *Golden Axe 2* (and *Golden Axe* for that matter) this takes the old formula, improves on it slightly by updating the graphics, adding some more sound and giving you four characters to choose from. The classic gameplay is still here and although it hasn't changed very much over the years, the feeling at MEGA is that it doesn't have to.

MEGA says: Well, it's one of Andy's fave games and it's a classic. It's not one to fight your next door neighbour's pit bull terrier for, but it's definitely worth a play.

35. DESERT STRIKE

Publisher: EA • Price: £34.99



Yes, OK, so it's in extremely poor taste, but you can't deny that *Desert Strike* is one of the most excellent pieces of blasting fun that the Mega Drive's ever played host to. Sometimes it can feel like you're fighting the entire war yourself, what with missions to complete, hundreds of enemies to blast and all manner of stuff to rescue with your helicopter's all-purpose winch. But even if you're not the xenophobic type, you'll be hard pushed not to have a great time with this atmospheric and action-packed shoot-'em-up.

MEGA says: Never mind the plotline, go out and get yourself enlisted today. *Desert Strike* is a great game, and that's what matters.

FOR SALE: *Desert Strike* £25 - 0509 268475
£35 - 0743 368643
£18 - 0752 705881

4. LETHAL ENFORCERS

Publisher: Konami • Price: £54.99
Reviewed in issue 15 of MEGA



There are several advantages that the CD version has over the cartridge game; price, speed and music. But it's the same game, and a top one too. Blast those enemies as they come on the screen, and work through the ranks of the police force as you deal with crime in your own special way. MEGA says: A top CD and a real hoot. And it's £10 cheaper than the cartridge version. Not bad.

5. FINAL FIGHT

Publisher: Sega • Price: £44.99
Reviewed in issue 8 of MEGA



The arcade gameplay in this game moves this CD conversion instantly into classic status. Including as much fighting action as you could ask for and a simultaneous two-player option, this should satisfy the appetite of any CD gamer.

MEGA says: Fight, fight and then fight some more (if you're still alive). It looks good, plays like a dream and should quieten those Mega CD critics.

6. DUNE CD

Publisher: Virgin • Price: £49.99
Reviewed in issue 14 of MEGA



Very spooky and moody, *Dune* follows the film very closely, which is a real bonus. It's a character-interactive RPG in which you've got to talk to everyone, remember that information and act upon it. A first class role-playing game which uses the CD's capabilities to produce some nice flying effects, loads of speech and some mean and moody FMV taken from the film.

MEGA says: A classic RPG that intrigues and then rewards your efforts. Satisfying and difficult too.

7. NIGHT TRAP

Publisher: Sega • Price: £49.99
Reviewed in issue 7 of MEGA



games. They've started well with a conversion of the coin-op game *Turtles*. Graphically cool, it plays well and sounds good too. The action may be slightly repetitive, but the cartoon tie-in and general ease of play make this a great game. MEGA says: OK, so it's no *Streets of Rage 2* beater, but the action is thick and fast. A few good moves as well as some special ones make this game great fun.

47. SIDE POCKET

Publisher: Data East • Price: £35 (see Importer)
Reviewed in issue 2 of MEGA

A novel coin-op conversion. You can try to beat the one-player game, play a mate, or show off your skills in the trick game. Smart graphics, great sound and fun gameplay go to make a welcome breath of fresh air.

MEGA says: We all love a game of pool, and this beats paying 30p to go down the pub nearly every time.

48. POWERMONGER

Publisher: EA • Price: £39.99
Reviewed in issue 5 of MEGA

If you're looking for some serious head-scratching stuff and you like to dominate, *PowerMonger* could be for you. MEGA says: This game is very in-depth and very tough.

FOR SALE: *PowerMonger*
£20 - 0387 69133
£20 - 071 834 4644

49. SHINOBI 3

Publisher: Sega • Price: £39.99
Reviewed in issue 13 of MEGA



This is so much better than *Revenge of Shinobi* that although it isn't exactly a great leap forward in gaming terms, it's still a stonking game. Don't expect anything but ninja-related platform action and you won't be disappointed.

MEGA says: If you like ninjas, platforms and you reckon you're a bit of a hard geezer, this game is most definitely for you.

50. THE HUMANS

Publisher: Imagitec • Price: £39.99
Reviewed in issue 5 of MEGA

If you're going to bring out a puzzle game, then you've got to make sure it's a bit different from the rest of the genre to guarantee success. *The Humans* is much like *Lemmings*, but it has enough differences to make it worth a look. If you've tried *Lemmings* and have had enough of it, *The Humans* should fill that missing puzzle gap in your life.

MEGA says: Initially a bit complex, but give it a few goes before you condemn it. Try before you buy.

51. ROCKET KNIGHT ADVENTURES

Publisher: Konami • Price: £39.99
Reviewed in issue 12 of MEGA



This is a top-class platform game and there's no doubt that newcomers Konami

definitely know their games. With some very nice graphical touches, difficult stages to think about and some very original ideas, this is a constant surprise the more you play it.

MEGA says: It's easy to slag off games for not being very original, but what do you say when a game is? Er... see what we mean, we're lost for words.

52. FANTASTIC DIZZY

Publisher: Codemasters • Price: £39.99
Reviewed in issue 13 of MEGA



These Codemasters chaps can do no wrong. After the success of *Micro Machines* they've taken little *Dizzy* (the egg that made them famous) and come up with this lovely Mega Drive game. Use all your arcade adventure skills to solve the puzzles and save Daisy.

MEGA says: Although you may think of a *Dizzy* game as being too simple for a console like ours, this turns out to be a refreshing change and a good game too.

53. LOTUS 2 (INC. LOTUS TURBO CHALLENGE)

Publisher: EA • Price: £44.99
Reviewed in issue 15 of MEGA



Although sequels are usually better than the original (and graphically, this one most certainly is), the gameplay here remains very much the same. Yes, there's a new construction system to play about with and the races themselves are much larger, but if you've got the original, this isn't significantly different to warrant you spending another £45 on.

MEGA says: Yep, some more Lotus-related action, but for hardened race fans there's better stuff out there.

54. TERMINATOR 2

Publisher: Arena • Price: £39.99
Reviewed in issue 4 of MEGA



The first Operation Wolf-type game that's appeared on the Mega Drive, and it's even better for the fact that it's compatible with the Menacer light gun. It also plays well with a joystick.

MEGA says: A decent shoot-'em-up and a tough one too. It's got great graphics, superb sound and some nice gameplay.

FOR SALE: *Terminator 2*
£19 - 0986 873456
Offers - 091 536 2469

55. ALIEN 3

Publisher: Acclaim • Price: £39.99

Film licences don't tend to be of high quality, but for platform shoot-'em-ups you'd have to go quite a long way to find one

better than this. With lovely graphics and sound, this is one tough game, that keeps you coming back for more and more.

MEGA says: A top-quality film licence, which proves you can make a good enough game on the back of a film if you try hard enough.

FOR SALE: *Alien 3*
£20/Swap - 081 578 2671
£20 - 0743 368643
TO SWAP: *Alien 3*
0480 496787

56. CASTLE OF ILLUSION

Publisher: Sega • Price: £39.99

Mickey Mouse appears in this lovely platform adventure, with all manner of strange and beautiful Disney-style fantasy creatures trying to off him as he tries to rescue his sweet mouse babe from the excellently-named witch Mizrabel.

MEGA says: This is a lovely platform epic. It's absolutely gorgeous to look at and gorgeous to play. The whole family will love this one.

FOR SALE: *Castle of Illusion*
£20 - 0623 659306
£20 - 0708 748274

57. LHX ATTACK CHOPPER

Publisher: EA • Price: £39.99
Reviewed in issue 1 of MEGA



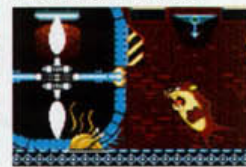
The Mega Drive's first chopper-'em-up and only the second genuine flight sim. The graphics are supremely detailed and suffer from only a slight jerkiness, while the action remains fast and furious.

MEGA says: Anyone who's ever seen *Apocalypse Now* or *Wings Of The Apache* will relish this chance to spray heat-seeking death at anything that moves. And anyone who fancies "having a go" at developing their own military tactics and completing a whole Eastenders (long drawn-out series) of missions will find plenty to get their teeth stuck in to.

FOR SALE: *LHX Attack Chopper*
£20 - 0387 69133
£25 - 0768 892035

58. TAZ-MANIA

Publisher: Sega • Price: £39.99



The most cartoon-like Sega game so far, *Taz-Mania* stars that lovable psychopath, the Tasmanian Devil, in a Sonic-like game of epic (in everything but game size) proportions. It's beautiful, it's hilarious, but it's also a bit repetitive and none too tough to get to the end of. If you've got a Looney Tunes-loving younger brother or sister, though (or if you are a Looney Tunes-loving younger brother or sister), this is absolutely ideal.

MEGA says: *Taz-Mania* is brilliantly entertaining, but not all that demanding.

FOR SALE: *Taz-Mania*
£18 - 081 319 3267
£20 - 081 690 3978
£25 - 0772 785865
£20 - 0202 487615
£20 - 0689 821079

59. GOLDEN AXE 2 (INC. GOLDEN AXE)

Publisher: Sega • Price: £19.99



You want some beat-'em-ups? OK, here's a real golden oldie. If you're one of those strange people who likes nothing better than to wander in straight lines through strange lands kicking lumps out of the previously-happy inhabitants, then you'll probably like *Golden Axe* a lot.

The sequel did nothing to alter the linear gameplay (*Ax*, *Gilius* or *Tyris* still start heading right and just keep going) and the two games are to all intents and purposes identical. It's still a simple walk-along-and-hit-fire-a-lot-when-ever-you-meet-anyone-kind-of-affair, but the execution is lovely with impressively muscular sprites and some great attacking moves. The five big levels will keep you entertained for quite a while and, while it's all very repetitive, the scenery is pretty enough to make you want to finish it.

MEGA says: This is the best game in a limited genre, but why are beat-'em-ups always so easy to complete? Who knows? Just buy it and enjoy.

FOR SALE: *Golden Axe 2*
0384 396516

60. GHOULS 'N' GHOSTS

Publisher: Sega • Price: £44.99

A frighteningly tough coin-op conversion, but hey, it's not as if you have to shovel money into the thing, so who cares? You certainly won't be seeing the end of this one during the same day you buy it, and that's even with infinite continues. The graphics and sound are practically flawless, as brave Sir Arthur scuttles his swathe through legions of platform-placed zombies, monsters and vultures.

MEGA says: *Ghouls 'n' Ghosts* is the business - and, for once, the tough difficulty tuning guarantees decent value for money.

WANTED: *Ghouls 'n' Ghosts*
0789 488205

61. TOEJAM AND EARL

Publisher: Sega • Price: £19.99



Multi-player action doesn't get a lot more entertaining than this. *ToeJam* and *Earl* are two of the grooviest aliens you could ask to have a close encounter with, which is part of the reason why it's such a pleasure to help them out on their quest to rebuild their crashed spaceship. The rest of the reason, though, is the superbly manic and zany action which takes place as our two heroes career around the screen, causing havoc wherever they go. After a few plays, the lower levels tend to drag a bit (there's no password option), but this game is both original and insane.

MEGA says: Another OK game, which becomes completely essential when played with someone else.

FOR SALE: *ToeJam and Earl*
£15 - 0202 487615
£10/Swap - 0767 260708

A real breakthrough in terms of gaming, *Night Trap* was the first CD to use Full Motion Video as the basis for the **WHOLE** game. But more than just a graphics demo, the corny B-movie plot and acting adds atmosphere, and the gameplay is enthralling. MEGA says: It'll take a while to complete, but while you're doing it you'll have such a great time you will probably want to play it all over again.

8. BATMAN RETURNS

Publisher: Sega • Price: £39.99
Reviewed in Issue 11 of MEGA



Although we'd all seen FMV and the like, we'd never actually seen the rotation and scaling of which the Mega CD was capable until *Batman Returns* was released. This is a copy of the cartridge game but with the addition of an amazing driving section (which you can play on its own). It's tough to get through and it's a real feast for your eyes.

MEGA says: After the disappointment that was the cartridge version, it just goes to show that you can't predict what any piece of software will be like.

9. ECCO CD

Publisher: Sega • Price: £39.99
Reviewed in Issue 12 of MEGA



Take a cart game like *Batman Returns* and you've got a lot of scope for improvement on Mega CD. Ecco, on the other hand, was probably as good a game as you could already get. The game therefore has stayed essentially the same except the CD version includes fantastic sound. MEGA says: Just like the cartridge version except it uses a system called Q Sound for some excellent audio stimulation.

10. JOE MONTANA

Publisher: Sega • Price: £44.99
Reviewed in issue 15 of MEGA



After running out of new ideas on exactly what you can do with American football on cartridge, here's the CD version. There's loads of very nice scaling and all that stuff, a proper league, loads of stats and even some FMV of star quarterback Joe Montana. The game isn't as playable as that ol' devil *John Madden*, but you can't have everything. MEGA says: If you really must have a CD American football game, you'll have to buy this because it's the only one.

73. PUGGSY

Publisher: Paygnosis • Price: £39.99
Reviewed in Issue 12 of MEGA



Some platform games are fast and fluffy, and some are fast and not very fluffy. Thankfully, *Puggsy* isn't either of these. Yes it's got platforms in it and at times it does pick up speed (a bit), but it's the puzzle gameplay that makes this one a bit different. Each level must be negotiated using various items, and you've got to find them, place them and then use them. Unfortunately, the game suffers from repetitive gameplay, and some will find the lack of speed a bore.

MEGA says: Slightly different from the norm (which is a good thing in this case), but you may get bored of the samey levels after a while.

74. MIG-29

Publisher: Domark • Price: £39.99
Reviewed in Issue 9 of MEGA

The more they say you can't do something, the more you try to do it. At least that's the way it works with flight sims on the Mega Drive. This famous PC sim has been simplified for the Mega Drive, but still provides you with a great flying experience.

MEGA says: Although this is a great achievement, as a game it does fall a bit flat. Not your typical console game, but definitely worth a look from the more cerebral among you.

75. STRIDER

Publisher: Sega • Price: £19.99



Amazing graphics, superb sound, lovely animation and some of the biggest and baddest enemies you'll ever meet, are the ingredients of *Strider*. Pretty simplistic platform-leaping beat-'em-up is the order of the day here, but *Strider* does it better than most, and it does it looking better than almost anything. Oh yeah, and the "running down the side of a mountain" sequence is just about worth the cost of the cart all by itself.

MEGA says: You'll finish it in two days, but if you want something which will show your friends the power of the Mega Drive, this is the game (second to only *Sonic the Hedgehog 2*) that'll make them go "gosh, wow" the most.

FOR SALE: *Strider*
£10 - 0579 342692
£20 - 0202 487615

76. ESWAT

Publisher: Sega • Price: £34.99



Bearing only the slightest resemblance to the coin-op of the same name, *ESWAT* luckily manages to be an even better

game than its arcade counterpart. It's got a bit more to it than the coin-op's limited beat-'em-up formula, and although it's still no *Sword Of Vermilion*, there's just about enough thinking to keep you interested to the very end.

MEGA says: There are literally dozens of this type of game around, but this is one of the relatively few which are actually worth having. Pretty simplistic, but still involving and addictive.

77. REVENGE OF SHINOBI

Publisher: Sega • Price: £19.99



Revenge Of Shinobi, the excellent follow-up to the popular arcade beat-'em-up, looks great and sounds excellent, and although you'll have seen the format a hundred times before, this one's so well done that you can forgive it any lack of originality.

MEGA says: *Revenge of Shinobi* is super stuff, with top special effects and very special gameplay.

FOR SALE: *Revenge of Shinobi*
£10 - 0704 24038
£15 - 0868 727022

78. COLUMNS

Publisher: Sega • Price: £34.99

This is the game they give away with the Game Gear, and it's easy to see why - it's worth buying one of the fabby little machines just to play this, except, of course, you don't have to. This brilliant cross between *Tetris* and *Klax* is better on the Mega Drive than anywhere else, thanks mainly to the fact that the graphics are big enough to let you actually see what's going on. This is great stuff solo, but the two-player head-to-head "flash" game is totally wonderful. This is the best Mega Drive puzzle game going.

MEGA says: Buy another joyed, buy *Columns*, and then invite some of your friends round. Then see if you can get them to leave...

79. KID CHAMELEON

Publisher: Sega • Price: £34.99

Ultra-cute platform thang with lots of really neat touches, but it's too easy and not all that exciting. Sega hyped this game almost as much as they did *Sonic The Hedgehog*, so they must have been more than a bit disappointed with its lack-lustre performance sales-wise. The game isn't at all bad, and remember - you don't have to be great to be good.

MEGA says: If large cutesy platform games are your thing, then this might be the game for you.

FOR SALE: *Kid Chameleon*
£20 - 0202 487615

80. JOE MONTANA 3

Publisher: Sega • Price: £39.99

Reviewed in Issue 3 of MEGA



The only serious (ha) threat to the John Madden crown comes back for a third time. It's got several things *John Madden*

'93 hasn't, notably a league, three different viewpoints and a zoom-in mode. However, it's not as playable or friendly to use.

MEGA says: Sega try again to top *Madden*, but they fall just short. However, this is definitely worth checking out if American football is your thang.

FOR SALE: *Joe Montana '93*
£25 - 0272 315925

81. KRUSTY'S SUPER FUN HOUSE

Publisher: Flying Edge • Price: £39.99
Reviewed in Issue 1 of MEGA



The Simpsons always threatened to invade the world of Mega Drive games, but they arrived about six months too late to cash in on the height of the hype. Luckily for Krusty, his game is good enough to make a good impression in its own right. There are lots of puzzles, lots of gameplaying fun and lots of cartoony graphics in here.

MEGA says: *Krusty's* is one of a rare breed of game: a licensed title that manages to combine a big name with a more than decent game. Good rat-splating stuff.

FOR SALE: *Krusty's Super Fun House*
£25 - 051 531 7284

TO SWAP: *Krusty's Super Fun House*
Swap for *Phantasy Star 3* or *Shining Force* - 047 339 9905

82. TERMINATOR

Publisher: Virgin • Price: £39.99

You're really enjoying yourself, you're marvelling at the lush graphics, you're being blown away by the non-stop all-action platform shoot-'em-up gameplay, you're blasting through the fourth level and... er, then you finish it.

MEGA says: Lovely game, but there's not nearly enough of it.

FOR SALE: *Terminator*
£15 - 0202 487615

83. AFTERBURNER 2

Publisher: Sega • Price: £34.99



The arcade version of *Afterburner* threw the player and his lunch all around a hydraulic cockpit while simultaneously flinging huge graphics at the screen so fast that all you could do was wrench the joystick around wildly, keep your finger locked on the trigger and hope for the best.

Mega Drive *Afterburner* recreates the feel of the coin-op perfectly, except that you'll have to get someone to come round and jiggle your chair for you while you play. You never know though, you might enjoy it enough without the jiggling. MEGA says: *Afterburner 2* (ie *Afterburner*) is excellent short-term blasting, but it's thinner than gold plating on a window, and there are plenty of other shoot-'em-ups that'll give you bigger thrills. Try *Hellfire* or *Aero Blasters* first.

FOR SALE: *Afterburner 2*
£12/Swap - 031 660 4496

£15 - 0623 659306
WANTED: *Afterburner 2*
0789 488205

84. BLASTER MASTER 2

Publisher: Sunsoft (Import) • Price: £39.99

Reviewed in Issue 12 of MEGA



A traditional shoot-'em-up in the sense that you've got to wipe out everything you come across, this one works better than the rest of the pile for having a bit of strategy thrown in. It's very similar in pace and difficulty to *Ranger-X* and well worth a look if you're bored with the normal shoot-'em-up.

MEGA says: As the Mega Drive gets on a bit and more software comes out, games are getting stranger and stranger. Some work, some don't. This one does.

85. DECAP ATTACK

Publisher: Sega • Price: £39.99

Decap Attack (originally released as *Magical Hat Turbo Adventure*) may at first glance make you go "yuck". But if you persist past the first 20 seconds, you'll suddenly discover that you're having a brilliant time, thanks to the rollicking platform escapades that make up this wonderfully tasteless game.

Controlling a character who can chuck his proper head and who has an extra, telescopic, head in his ribcage is simply great fun, and the cheesy music complements the gameplay perfectly. MEGA says: Hopeyish graphics, but don't let that put you off this gorgeous and funny platformer.

86. TEAM USA BASKETBALL

Publisher: EASN • Price: £39.99
Reviewed in Issue 1 of MEGA



This is the best Mega Drive basketball game so far. Excellent two-player action and wacky signature moves make this the essential purchase for all basketball fans.

MEGA says: Shame its: a) just a tad too easy, and b) not quite up to the usual EASN standard. But apart from these two quibbles, it's lovely.

87. THUNDERFORCE 3

Publisher: Sega • Price: £35.99



Of course, with *Thunderforce 4* now available, it might seem a bit ludicrous to rush out and buy this now. But if you don't, you'll be missing out on some of the best blasting mayhem this side of, er, anywhere. But not only that: You'll also be missing out on the chance to make your mates go "Wo!" at some of the best visual effects yet seen on the Mega Drive.

MEGA says: *Thunderforce 3* is an incredibly slick and gorgeous blaster

which is perhaps slightly better to look at than play, but that's probably because it's just so bloody wonderful to look at. You shoot 'em-up fanatics will love some more of the same, but those new to the genre had better check out *Heilfire* or *Aero Blasters* first.

88. DRAGON'S FURY

Publisher: Tengen • Price: £39.99
Reviewed in Issue 1 of MEGA



This is the best pinball game you can so far get for the Mega Drive. Get a copy today, or miss out on...

MEGA says: ... classic pinball action which shouldn't be missed.

FOR SALE: *Dragon's Fury*
£17 - 081 539 3565
£20 - 0442 69378

89. OLYMPIC GOLD

Publisher: US Gold • Price: £39.99



The graphics may be lush, but at the root of it all, this game is just a creative way to pummel the living daylight out of your jopyad.

MEGA says: This game is pretty dull by yourself, but it's truly excellent fun when you've got a few mates round for the evening.

90. CYBORG JUSTICE

Publisher: Sega • Price: £34.99
Reviewed in Issue 9 of MEGA



Walking along level after level of other Cyborgs, beating seven shades of shimmering metal out of them and then repeating the process may not sound like the best game idea in the world, but thanks to some fabulous gameplay and graphics, it soon turns into a really good romp.

MEGA says: A fab off-the-wall beat-'em-up which has the very nice addition of allowing you to take the bits from the Cyborg you've just beaten up and use them as part of your own armour. It's a novel idea and a very playable one too. Try it and see for yourself.

91. AQUATIC GAMES

Publisher: EA • Price: £39.99
Reviewed in Issue 1 of MEGA

James Pond is back. This time, however, he's taking part in the Aquatic Games. Work out the best tactic for each event and get those gold medals. Lovely graphics and some taxing events make this a fun game, especially for the younger gamers.

MEGA says: It's button bashing all right, but not as we know it.

92. CHUCK ROCK 2

Publisher: Core • Price: £39.99
Reviewed in Issue 13 of MEGA



These guys at Core are really getting good at their games aren't they? Yep, they certainly are. By taking the well-used Chuck Rock formula, replacing Chuck with Chuck Jr and coming up with some more ingenious platform devices, they've given us yet another comedy-filled platform game.

MEGA says: This is classic platform stuff that will be as cool in a year's time as it is now. And that's a promise. (Or is it a threat?)

93. BIO-HAZARD BATTLE

Publisher: Sega • Price: £39.99
Reviewed in Issue 3 of MEGA



Sexy graphics and spooky sound don't make a game, but they do go a long way. Thankfully *Bio-Hazard Battle* has some exciting shooting action to go with it.

MEGA says: There's nothing new in here, but it's very playable.

FOR SALE: *Bio-Hazard Battle*
£20 - 0202 487615
£20/Swap - 0767 260708

94. KLAX

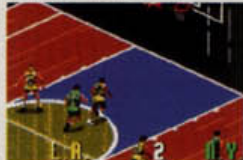
Publisher: Domark • Price: £39.99

An old game it may be, but a good game nonetheless. The premise for this fast-moving head scratcher is as simple as you can get. Position the falling tiles into rows of the same colour and more than three in number to get rid of them. Each time you do it, you get a Klax. Get the right number of Klaxes and you can move onto the next level.

MEGA says: A very fast, colourful and addictive puzzler that has that annoying knack of making you think your next go will be better than the last.

95. DAVID ROBINSON BASKETBALL

Publisher: Sega • Price: £39.99



This game isn't up to *Team USA Basketball*, but it boasts smooth, fast action, and some of the nicest basketball effects we've seen on the Mega Drive.

MEGA says: Well, what more can we say? How about bouncy bouncy, bouncy bouncy, fun, fun, fun, fun?

FOR SALE: *David Robinson Basketball*
£20 - 0773 718753

96. SUPER HANG ON

Publisher: Sega • Price: £19.99

Road Rash, without all the violence. Yes, we know it sounds like a bit of a bad idea,

but if what you're after is pure high-speed racing thrills, then this is still your best bet. A near-perfect rendition of the coin-op, too - just try to stop yourself from leaning into those bends...

MEGA says: It looks lovely, it plays beautifully, it'll last for ever. In addition to *Super Monaco*, *Road Rash* and *F1*, this is the only other genuinely essential racing game for your collection.

FOR SALE: *Super Hang On*
£10 - 0623 659306

97. 2020 SUPER BASEBALL

Publisher: EA • Price: £49.99
Reviewed in Issue 13 of MEGA



There are plenty of baseball games around for the Mega Drive, and on the whole they aren't much fun unless you're a baseball fanatic, because you tend to get bogged down by stats and realism. 2020 *Super Baseball*, however, makes itself playable by relying on arcade action and fun instead. If you're intrigued by futuristic baseball (or, at least, think you could be), this is definitely a game for you.

MEGA says: This game won't be everyone's cup of tea that's for sure, but this is baseball with FUN. Shame about the price though.

98. SUNSET RIDERS

Publisher: Konami • Price: £39.99
Reviewed in Issue 8 of MEGA



This fast-paced shooting action, set in the Wild West, is great fighting fun. It's a shame they left out the other two characters from the coin-op though.

MEGA says: A bit on the easy side, but a good fun game nonetheless.

99. ARCUS ODYSSEY

Publisher: Renovation • Price: (see Importer)

A lovely looking 3D game, which scores points for some of the best simultaneous two-player action that's going.

MEGA says: This is OK by us.

100. INDIANA JONES AND THE LAST CRUSADE

Publisher: US Gold • Price: £39.99
Reviewed in Issue 4 of MEGA



One of the greatest adventurers of all time (and he's fictional too) appears on the Mega Drive. The graphics are nice and the film tie-in is handled very effectively.

However, owing to some little gameplay glitches the game ends up being very tough and furthermore very frustrating.

MEGA says: Take a careful look at this before you buy it.

FOR SALE: *Indiana Jones*
£30 - 0772 785865

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Another jam-packed previews section hits you in the face, as Paul Mellerick brings you the latest news on what's up 'n' coming in the world of the Mega Drive

ETERNAL CHAMPIONS

Sega • January

Just when you thought it was safe to come out of the cupboard after all the hype that was *Street Fighter 2* and *Mortal Kombat*,

here comes the next BIG beat-'em-up. And this time it's BIG in every sense of the word. For a start, the game is the same cartridge size as *Street Fighter 2* – 24 Mbit. And then you've got the size of those fighters. We're talking sprites that make the characters from *Fatal Fury* look

vertically challenged (the politically correct term for short people). But hey, size isn't everything.

This, however, doesn't really matter, because we have a feeling that *Eternal Champions* is going to be a top fighting-action game as well. Ripping off all the best ideas from *Street Fighter* (hey, there's nothing wrong with a bit of inspiration), *Eternal Champions* is a character-orientated beat-'em-up. Just like *SF2*, each fighter has its own technique, its own special moves and also its own home turf. But it's controlling the game where *Eternal Champions* is a bit spesh.



Plenty of moves, loads of lovely background graphics and some mean moves as well



And here's the, now obligatory, messing about with the SEGA logo bit. This isn't funny anymore



All the characters come from different eras and specialise in a certain type of martial art. In this match-up though, I think my money is on the big guy



A lovely flying kick there from, er hold on... Shadow Yomoto. She's a fit Japanese-type girlie from the present day, specialising in Taijutsu

ONS

Not only is it very much a six-button joystick-type game, but this is the first game to use the Activator. The Activator is Sega's new control device, which adds a whole new dimension to controlling games (allegedly). Stand inside the activator and, using your limbs (you know, your arms and legs), break the beams of light produced by the Activator. This is then interpreted into movement on the screen. A nice idea, but gizmos like this are invariably crap, and besides, it appears Sega have no plans to market the ludicrous device over here anyway.

But there's more to the game than just controlling the fighters, there are the fighters themselves. There are nine top combatants, and with names like Blade and Rax, these guys really mean business. And just imagine being on the receiving end of one of Shadow's

Twirling Fan Attacks. Ooff! There are the usual one-on-one fights, a tournament to win, and the obligatory two-



Here's where you can take a close-up look at the two Eternal Champions you've chosen

player mode to keep you occupied as well. But for those of you who can't get enough of the special death moves in *Mortal Kombat*, you might think *Eternal Champions* is a bit wimpy, but thanks to the addition of the Overkill moves you can now get just as much pleasure as that *Mortal* thingy. You've got to set up your opponent in the right place and then hit them at the right time to pull it off, but it can be done. You could

argue that the Mega Drive has had enough of beat-'em-ups lately, but *Eternal Champions* definitely looks like a top game. The game is due to be released in January and, as usual, we'll be chasing after a finished copy for a review in our very next issue. So make sure you come back next month to see if it's *SF2*-beating stuff.



Slash has proven his worth, as his opponent Trident lies on the floor in a big heap. Not that exciting I know, but what else can I say?



This had better be some bizarre special move, because if it isn't, I dread to think what these two are getting up to. Oo-er, missus



There's plenty of different scenery for you to check out when you're fighting in some other place

UP 'N' COMING...

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ANY MINUTE NOW

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The Ottifants - Sega

Terribly unimaginative and very easy. Just another platform game, which looks all right but won't last longer than your lunch break.

Winter Olympics - US Gold

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Lovely graphics, lovely fast gameplay and a real sign of what the Mega CD can do, when you want to show off its capabilities to all your friends.

Dune (CD) - Virgin

A lovely in-depth, RPG in the *Monkey Island* style. Very slick and stylish with loads and loads of speech.

Chuck Rock 2: Son of Chuck (CD) - Sega

Using the CD to add more levels, do all sorts of nice things and add to the gameplay, it should go down even better than the cartridge version.

Dracula (CD) - Sony

Better than before, but there was a lot wrong with it in the first place. Not really up to the standard of other CD games.

Addams Family - Acclaim

More film licence platform malarkey, but without any ingenuity in the game it becomes dull very quickly.

Robocop 3 - Acclaim

After waiting nearly a year for the film, it finally gets released in the States this month. Mentioned that because it's actually more interesting than the game.

Royal Rumble - Acclaim

Upgraded graphics, improved sound, more moves and loads of characters make this a must buy for all wrestling fans.

Bart's Nightmare - Acclaim

A terrible mish-mash tied up in a typically obscure Simpsons plot. Please avoid this at all costs.

FIFA International Soccer - EA

Well after waiting three years, we finally get a football game that looks and plays like a real beaut. Check it out on page 22.

Sensible Soccer - Sony

Er, thing is, after waiting for a decent footy game, two come along at once. *Sensible Soccer* is equally as good as *FIFA*.

Lethal Enforcers CD - Konami

This lovely mindless gun game will be out on CD before cart. It's crap with a joystick, but you'll have a fab time with the light gun.

Helmdall (CD) - JVC

Strange Scandinavian sport sim thing with bizarre "events" in which to take part. Ah well, time will no doubt tell.

Previews

INCREDIBLE HULK

He's lean, he's green, and yep that's right, he's on your machine

U.S. Gold • June

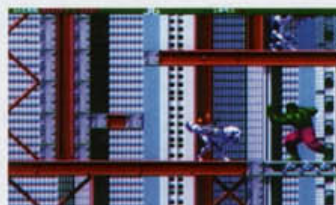
If you're after some action in your games and you also like arguably the toughest superhero ever invented, then you're probably looking forward to *The Incredible Hulk*.



Hard he may be, but even the Hulk can be hurt by a laser blast

Rather than just using the Hulk part of the licence, U.S. Gold are also including The Leader (one of the Hulk's oldest enemies) as the ring leader, and four of the Hulk's toughest ever adversaries; Tyrannus, Absorbing Man, The Abomination and The Rhino (yes!). You must work your way through four levels, meeting up with the boss at the end of each one, and then try to defeat The Leader's plans. The only weapon you've got is your unrivalled strength, but even the Hulk can be hurt. If you lose too much of your energy, you will be turned into the super-wimp, Bruce Banner, who isn't really very good at anything except walking across fields when the army are doing gamma ray tests. Lose all your energy and, of course, you'll lose a life. As you can see from these latest

screenshots, the main sprite is very big (and green) and we all know that this sort of platform action always goes down well. The game has been put back until June for some fine tuning so as soon as it's available we'll chase it. In the meantime, get ready for some serious rumbling as the world's hardest superhero hits your Mega Drive.



Will ya look at those muscles?



I don't know what that chap's smiling about 'cos he's next on the list



The Hulk uses his "clap-attack" to good effect on an unsuspecting baddie



Ouch! A bazooka in the face

JAMMIT ONE-ON-ONE BASKETBALL

Get hip to the rhythm of the street and prepare to slam your points home in this latest basketball game, from Virgin

Virgin • Spring

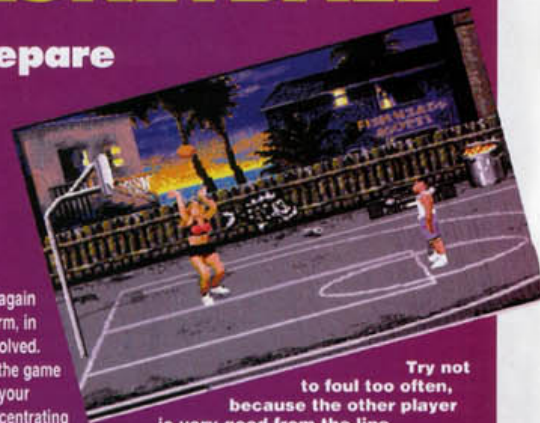
Oh dear, it's a one-on-one basketball game. After, er, not-so-good games like *Jordan vs Bird* and *NBA All-Star Challenge* you'd think software companies would have given up this sort of game, but no, with some serious

street cred graphics, sound and moves, this is very much a brutal bit of basketball. There is, however, more to it than just bringing the game back to the street level.

For a start, there are very distinct differences between the one- and two-player games. In one-player mode it's sort of like basketball crossed with *Street Fighter 2*. Pick one of the three characters available to you (two blokes and a girlie, all with their own strengths and weaknesses) and then enter the nine-round tournament with the ultimate goal of meeting the Judge (a big tall geezer with some seriously good moves). The nine rounds, however, are not just simply basketball games. Each round is a street variation on the game, with its own rules, scoring system and penalties. This

means the rules are always changing and you're never quite sure what's going to happen next.

The two-player game is again slightly different from the norm, in that there's a third player involved. Of course, the whole idea of the game is to score more points than your opponent, but instead of concentrating



Try not to foul too often, because the other player is very good from the line



To move on to the next stage, clear your opponent out of cash



Go for a slam and the action switches to a close-up shot

your attention on just the other human-controlled player, you've got to take the console-controlled player into account as well. As you can imagine, this can all get pretty hectic so you've got to stay cool and don't give in to the pressure.

The game is due for an early '94 release and we should hopefully have a review copy in the office soon. For now, however, take a peek at these screenshots. Yo, cool or what? Or something like that anyway.

DRAGON'S LAIR

Get ready for some nostalgic arcade action from one of those ancient Laser Disc thingumy bobs. Here's Dirk.



Our hero dives for cover and tries to avoid getting stamped on the head

Readysoft • January (USA)



Dirk is pretty useful with a sword, and with uglies like this on the loose, we should be thankful

There's this guy called Dirk the Daring and he's a bit of an odd character. He's a successful and good-looking knight and all that, but he's also a bit of a scaredy cat. So when his bit, Daphne, gets kidnapped by an evil type person and is locked away in a dark and mysterious castle, Dirk isn't too thrilled about being the only person capable of the job.

This rather comic plot, although not amazingly original, kept arcade players

coming back for more in the mid-Eighties. Well actually, the main reason they kept coming back was the graphics. In those days, games like *Space Invaders* were still considered hi-tech, and then along came this thing called a Laser Disc (a big compact disc), which could display film-quality animation. The game was fun to play, if a little on the stiff side, but it is real arcade classic. This brings us to the Mega CD version, due out in the US in early 1994, which we will hopefully be reviewing next issue.



And Dirk gasped, "Get that spider off me"

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Using the CD to add more levels, do all

“SENSIBLE SOCCER —
MAGNIFICO!”

David Platt
(Byfleet)



Previews

RAGE IN THE CAGE

And just when you'd lost all hope of any really hot CD games, here comes a wrestling game to end all wrestling games. And who are we to argue with someone like the Undertaker? Can I go home now, I'm scared?

Acclaim • January

After their top rope-flying antics from the Mega Drive game *Royal Rumble*, those wrestlers are back, but this time they're in the cage. A steel cage. You may, or may not, know that a steel cage match is like a normal match but the whole ring is surrounded by a cage. So things like bouncing off the ropes are not advised. This doesn't mean you can't throw your opponent into the ropes/cage; just make sure you don't run into it as well.

There's more to the game than just a

steel cage though, you've still got the one-on-one matches, and those lovely chair-wielding tag team matches to keep you interested as well. There are all sorts of extra CD bits as well, like some nice digitised pictures of all the wrestlers (including all the latest superstars) and even some FMV of the top guys performing their patented moves. Check out the Undertaker using his Tombstone on some poor victim.

The Mega Drive version of *Royal Rumble* went down quite well in the office and there is a distinct lack of fun-to-play games available for the Mega CD so this could well fill that gap. And hey, what



There are loads more wrestlers in this game than ever before

better way to start the year than by ramming your best friend's head into a steel cage? It does have a certain something, doesn't it?



A lovely execution of the suplex by that Randy Savage bloke



There's enough room to bounce off the ropes if you're really careful, and I mean really careful

YOUNG INDY

We may have seen the last of the films (sob...), but in the world of the console game, the old favourites just keep on cropping up

Sega • January

You've seen all the films, played the game and think you've done everything you could ever do with Indiana Jones. But before he was an adventuring-type bloke he was also a top adventuring-type younger bloke. Hence the release of this game.

It's all the usual platform stuff, but Indy has more than his trusty whip to help him; this time around he can pick up guns and use them against the enemy. The enemy is, in fact, that old devil, Nazi Germany. Our young hero must travel all over the world on his

archeological jaunts, collecting various items in a bid to defeat the Nazi plans.

There are plenty of platforms for you to jump around on, there's plenty of baddie-bashing action to be done and plenty of Nazis to whip. There are also quite a few levels and the graphics in each scene are very detailed and atmospheric (check out the pyramids in the background when you're in Egypt to see exactly what I mean). There's also a CD version of this game to follow, which we'll hopefully have in next month's

previews section. This cartridge version, however, is due to hit the streets in January so we will hopefully have a full review of it next month. Mmmm, I guess it's just a good job we all love that Indy bloke so much isn't it?



Indy struts his funky stuff to the new "whip your body" dance craze



Indy's got a gun! There's no stopping this guy now



I'm not exactly sure what's going on here, but I think Young Indy has to jump across these platforms to get to the other side

Biff. Smack! Bosh. Oof! Ouch.
Yep, it's another desperate
attempt to fill up a strapline

GREATEST HEAVYWEIGHTS

Sega • January

Ever fancied stepping into the ring with Muhammad Ali and actually standing a chance of beating him? If you're the original 98-



Get knocked on the floor and you've only ten seconds to get up

pound weakling whose biggest strain of the week is carrying the Sunday Times home from the newsagents, then dream no more, because thanks to *Greatest Heavyweights* you can either be the great man himself or fight against him behind the guise of a top heavyweight boxer like Joe Frazier, and loads more top boxers as well.

The idea behind *Greatest Heavyweight* is similar to that of *Boxing Legends of the Ring* (reviewed on page 55). By selecting top heavyweight boxers, defining their abilities and then putting them into a game you can use the strength of one fighter to exploit the weakness of your opponent. The graphics and gameplay are very similar to *Evander*



The guy on the right has just landed a great punch. Ouch!



Build yourself up to be the best

Holyfield's Boxing, which was released a while back on the Mega Drive but didn't go down too well. This time around, however, with all these boxing geezers and hopefully a few little tweaks in the gameplay department, we might have another top boxing game to consider.

UP 'N' COMING... JANUARY

Toe Jam and Earl 2 - Sega

The rather fabulous sequel to a rather great game is here and we've reviewed it on page 58. Check it out, man.

Virtual Pinball - Electronic Arts

More than just a pinball game, this one lets you create your own tables or add to the ones already there in the game.

Pirates! Gold - Microprose

High seas, flagons of ale and fit wenches. It's a neat game, but the arcade section is a bit of a disappointment.

Eternal Champions - Sega

A big beat-'em-up with all the moves and characters you could ever want. If you want to know more, check out our lead preview in this very section, and look forward to the review sometime very soon.

Teenage Mutant Ninja Turtles: Tournament Fighters - Konami

More beat-'em-up malarkey, this time with those pizza-eating mutants. Shame it's borrowed everything from *Street Fighter 2* and not implemented it very well.

Zool - Gremlin/Sega

Good on the computers, but not so good on the Mega Drive. It also pales into insignificance against the competition, which is a bit of shame really.

Joe Montana Football CD - Sega

The most popular sport sim on the Mega Drive, American football, now appears on the Mega CD. Hooray!

**“SENSIBLE SOCCER IS
 THE ONLY GAME I PLAY”**

Ian Wright
 (Thames Ditton)



Previews

The greatest footballer of all time has decided to give his guidance, as well as his name, to a Mega Drive game. We check out just what Pele can bring to a console footy game

PELE

Accolade • February

Hold on, haven't we had enough of football games yet? (No – The Great British Public) Oh, all right then. It seems you guys can't get enough of football at the moment, so to add another game to this ever-growing genre we have *Pele*. The greatest footballer of all time (did you ever see him do tricks with an orange and not even bruise it?) has finally seen fit to put his name and skills to a game, and this is the result. And we're talking serious football here.



Using the replay mode you check out all your near misses (or goals)



The keeper makes another excellent save and the game reminds you that we are three minutes into the first half; not long to go

The players in green are about to beat up the unsuspecting guy in blue. "Hey, they're behind you"



As you can see from the screenshots, the game is viewed in a similar way to *FIFA International Soccer* and the characters are just as detailed. There's plenty of animation, what with the overhead kicks, slide tackles and all the rest. But rather than just playing as international teams you can select a European country and then select one of the teams that play in that country. There are plenty of options to mess around with, and we all know how much everyone likes playing console footie.

The game is still in the finishing stages, and there should be a lot more detail in the finished version than these screenshots show. But with a few soccer games in the works and the two top games, *FIFA* and *Sensible*, to beat, poor old Pele has got his work cut out for him.



Here we have some top goalmouth action, in which the keeper has taken control to calm things down. Your goalie is a vital player in this game



Fancy taking a look at what just happened? Or maybe you want to change your formation. Whatever you want to do, here's the place to do it

THE INSIDE STORY

Pele may be a top bloke and all that, and he's also arguably the greatest footballer who has yet to play the game, but what does he know about Mega Drive games? In fact, what does he know about football games (console or computer), full stop? Well, thanks to some in-depth talks, right from the initial stages of developing the game, Pele has been able to bring his own style of gameplay and his personality to the game. But what does that actually mean? By talking to the development team, Pele got across his ideas that certain players, working under certain strategies will do certain things. For example, he believes that a winger should run the ball down the side of the pitch and then cross the ball into the middle instead of trying to run the

ball though, à la Paul Gascoigne. And it's the little things like this that add to the overall atmosphere when playing the game. He has also made sure that the number of options in the game allow you to play many different types of football.

And here's the man himself, sitting down to a game with some other bloke



And here's a nice group shot of Pele and a few other people talking round a table. Ah, lovely isn't it?



SENSIBLE SOCCER MAKES OTHER GAMES LOOK LIKE PRE-SEASON FRIENDLIES.



MEGA — "ABSOLUTELY
SUPERB TO PLAY,
FANTASTICALLY
PRESENTED AND
ONE OF THE MOST
PROFESSIONAL PIECES
OF SOFTWARE
EVER" — 94%

MEGA MACHINES — "IF I COULD
ONLY TAKE ONE GAME TO A DESERT
ISLAND, IT'D BE THIS ONE." — 97%

SEGA POWER — "...SENSIBLE SOCCER IS, FRANKLY,
THE FINEST FOOTBALL SIMULATION EVER." — 94%

ENGLAND MAY BE OUT,
but Sensi's still the best soccer sim you can tackle.

You want a sweeper system? Job done.
You want two wingers? Job done. TWICE.

You want a flat back four? Job done.
You want Man U vs AC? Job done.

You want the Maida Vailables vs 12 Angry Men? IT'S WEIRD, BUT job done.
YOU CAN HAVE UP TO 64 PEOPLE PLAYING, WITH 100 REALISTIC TEAMS TO CHOOSE FROM.
OR YOU CAN HAVE YOUR OWN CUSTOMISED TEAMS IN YOUR OWN CUSTOMISED COMPETITION.*
All this with Premier playability and Giggstan after touch ball control.
You can score spectacularly in the San Siro in sunshine, or make with
the grain-high slide tackle at Plough Lane when it's slashing down.
You can high-five in front of adoring fans
at home, or give it the old Reverse - V - for -
Victory after your second Yellow away.

You can do what you want,
but you can't do without

SENSIBLE SOCCER

There is no substitute.



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*Mega Drive only.





If we call the letter "A" a letter, then why do we also call a whole envelope full of words made up of letters, a letter. The word "two" is even stranger 'cos there's two, to, too an...

TIME TRIALS

Dear MEGA,
I am writing to you to complain about what is, in my opinion, going to turn out being one of the most stupid and unfair inventions of the year. What I am talking about is the Moderator, which is designed to limit the amount of time children spend playing video games.

I think this device is a bad idea because if the person playing the game at the time is doing well or on the last boss when suddenly the game turns itself off, the person playing is going to get incredibly miffed and therefore either smash up the console or smash up the stupid gadget that turned it off. Therefore this invention will end up not stopping children from being badly affected by violence in computer games but actually inducing it.



Surely the Moderator would merely make kids defy their parents more

The crazy person who invented this thing, named Howard Gold, said (according to the copy of The Daily Mail in front of me) that, "The problem was finding something that could be fitted easily by parents, but not changed by children". My complaint about this is that he seems to be saying (in not so many words) that the children these days are no good at technology, which is utter rubbish. I'm sure that most of the people reading this could dismantle, or adjust, anything that our parents are able to put together, in a few minutes.

Lastly, there is another quote in the newspaper that is very stupid, which this time was made by a psychologist called (allegedly) Professor Geoffrey Goldstein. He says, "Parents concerned that their children are playing in excess may well find this a useful and comforting device". This is complete crap, because if parents have the nerve to interfere with their child's enjoyment by purchasing this devious device (although I agree there should be some sort of limit to the amount of time spent), then they are going to have an even tougher time convincing their child to be

EXCERPTS FROM THE DIARY OF A STUNT MEGA DRIVE

Of all the towns in all the world, Pencuik in Midlothian is the one which has spawned one of the better Stunt Mega Drives. This is Kid Mega Drive, and while still being a hunk of plastic with clothes draped across it, at least it looks human (and a bit cool). Thanks to **Donald Munro**. If anyone else wants to win a prize, send your shots to Stunt Mega Drive, MEGA, 30 Monmouth Street, Bath, AVON, BA1 2BW.

Kid Mega Drive. One of the better entries we received this month



reasonable about the amount of time they want to spend playing.

Toby Alloway

PS. My Dad (who is 44) totally agrees with me.

Dear Toby,
According to recent surveys, children don't actually play video games as obsessively as popular opinion would have us believe. It seems to be only a minority of gamers who spend hour after hour at their consoles. However, it's important that parents facing this situation should be responsible enough to limit the time their children spend playing games, as excessive indulgence in almost any pastime can be seen as a damaging thing. But to fit a device which strictly limits gaming time is indeed a devious and rather heavy-handed way of dealing with the matter and it can only lead to resentment of the parents by the child.

I always remember how angry it made me feel when one of my friends' parents bought a small lock for the dial on their phone. However, our anger turned to delight when we discovered the following method for getting around it.

1. Pick up the receiver.
2. Proceed to press the receiver buttons fast a corresponding number of times to that in the number you're trying to call. For example, say the number starts with 413 then you'd go tap, tap, tap, tap really quickly. Then tap, really quickly. Then tap, tap, tap really quickly and so on until the number was dialled. Oh, and the number zero is represented by ten taps.

3. Job done. Your call is connected. Sadly we didn't see the piece you've quoted, or indeed the device itself, but like we did with the phone all those years

ago, no doubt today's kids will get the blighter off as quickly as their mean parents put the bloody thing on. We gamers laugh in the face of such adversity. **Andy**

GAMES ON CASSETTE

Dear MEGA,
I've been assured that it's possible to record your games on videotape as you play them enabling you to impress girlfriends and distant pen friends in a novel way.

As far as I can see, my video will have to record from the video channel (36 I think) thus recording itself? Every time I try to work it out my brain starts to hurt. Am I being thick or what?

Peter Whitcher, Dorset

PS. Can you tell my wife that just because she got a hole in one in PGA Tour Golf 2 and I didn't, doesn't mean she's better at it than me?

STRAIGHT TO THE POINT

• Do you think *Sonic 3* or *Streets Of Rage 3* will be any good, and why are there never any letters in MEGA from Ireland?

Bernard Harper, Belfast

Well, chances are, if you liked *Sonic 2*, you'll like the next one. Same applies for *Streets Of Rage 3*. Mind you, this is all wild speculation anyway, so the only way to really find out is to be patient and wait until we have some firm news on it. **Andy**

• After completing *Aladdin*, was that really all the end sequence was, or had I passed

Dear Peter,

Funny you should ask that because our very own Paul Mellerick tells you how to do just that in our freebie guide that you got on the cover of this very issue.

Oh, and about your wife. She's either very dim in thinking the way she does. Or possibly, she's simply trying to wind you up massively so that you leave her, thus enabling her to come out in the open about the fact that she's been getting a lot more than half a dozen eggs and two pints of semi-skimmed from the milkman of late. **Andy**

WHAT PRICE QUALITY?

Dear MEGA,

Could you please answer the following questions:

1) Does RPG stand for role-playing game?

2) Why are new games on cart and Mega CD all around the same price tag even if they're crap? Is it because the companies involved want to make tons of money by selling crap games? (The great *Waldo Search* being a perfect example.) Is it to con the public into thinking that expensive games are the best in the business? (*Mortal Kombat* being a perfect example.) Or is it to make crap games that people will buy no matter what they're like? (*Jurassic Park* being a perfect example.)

3) When a game publisher produces a crap game (like Sony with *Dracula*) don't they notice that their games are utter crap?

4) Why haven't EA delved into the Mega CD market yet? *Madden CD* would be even better than it is on cart, if that's at all possible.

5) Will *Sonic 3*, when it arrives, be anything like *Sonic CD*? Will it just be a

Sonic 2 take-off?

6) Can you send me a copy of *NHLPA '94*?

Thomas Parish, Warrington

Dear Thomas,

1) No, it stands for Rude Potato Gags. For example, "I've got 12 potatoes, but I don't use them as a rule". Er, yes well. It probably means role-playing game as well to be perfectly honest.

2) Erm, oh blimey I'm getting all confused. Let me think. Ah yes, the thing is, if people only bought good games because they're expensive, then a reduction in price of crappier games would make the punters immediately say, "this game must be crap", and they wouldn't buy it anyway.

The trouble is, it's inevitable that poor games are going to get onto the market. True, sometimes developers rely on a licence name too much and peddle crud. True also that they knowingly put out a crap game because they hope to recoup some of the development costs. But at the end of the day, it's up to the consumer to look at a game, read reviews, ask themselves whether they want to pay the price and then make their own decision. After all, no-one's forcing you to buy games.

3) Oh believe me, they know when a game is crap. But like I said, sometimes there's just no going back. But ultimately, it's probably not a bad thing, because if a software house consistently screws up, people will notice and stop buying their games.

4) Curiously enough, there's no news of *Madden CD*, but EA are doing a disc version of Bill Walsh College Football. For more on that, take a look at the previews section.

5) Who knows. But I imagine it'll be only a slight progression from the winning formula they already have.

6) Snigger! **Andy**



Jurassic Park. Utter rubbish.



Dear MEGA,

Being a proud Mega CD owner, I am justifiably excited about the quality releases on the horizon. However, I am getting on a bit and call me old fashioned, but I don't enjoy testing games in shops, surrounded by kids and sales assistants. Recently I was in one such shop when I was immediately approached by a man in a pin-striped suit and clipboard. I wouldn't have minded too much, but he didn't even work there.

I am therefore chuffed about one of your rival mags who stuck a demo version of *Thunderhawk* on the front cover. It allowed me to fly two missions and see demos of many of the others. I could make up my mind as to whether I wanted to eventually purchase the game proper, from the privacy of my own living room.

I am not suggesting MEGA follows suit (unless you own a Mega CD you are not going to pay an extra £2 for a mag) but wouldn't it be a good idea if demo CDs were supplied by Sega? Then you could try a couple of levels indoors before you purchased the real thing. Say if Sega charged £2 per CD and you get your money back if you eventually buy the game. This wouldn't be viable on cart, but CDs, as you know, cost less than £1 to produce. Sega could be on to a real winner as well as providing a useful service. I'd be interested to know what you think?

Robert Pinkerton, Kent

Dear Robert,

Normally we try to disassociate ourselves from the aged (does nothing for our hip image you see) but what you say is quite interesting. We toyed with the idea of covermounting a CD quite some time ago, but as you so rightly say, there just aren't enough Mega CD owners to justify it. Let's be honest, there are well over a million Mega Drive users and less than 70,000 Mega CD owners; it just doesn't stack up. And an awful lot of readers would be miffed at spending £4.50 for a mag with a disc they couldn't use.

It's a nice idea for Sega to produce demo CDs, but a better and cheaper way to enable gamers to try before they buy in privacy is game rental. You can already do this through many stores for cartridge games, and, with luck, when the Mega CD has a bigger user base, they'll start renting out CD games as well. **Andy**



A cover-mounted CD is a nice idea. But where are all the CD owners?

out with the delight of completing the game and missed it? Also will there be a *Micro Machines 2*?

Simon Livermore, Lancing

Hmmm... yes, it is a bit plop isn't it? But let's be fair, at least for once the game was a right bleeding corker. As for *Micro Machines 2*, well, we have it on good authority that, yes, there will be a sequel, but it won't be out until late '94 because rather than just bosh out a cack update with a few extra tracks, Codemasters want to produce a whole new, er, "thing". **Andy**

• Why was the price of *Landstalker* pushed up to £59.99 at the very last minute? It may be fabulous, but it's only a 16-Mbit game.

James Nash, Gerrards Cross

Well, the game had to be translated from

Japanese and it is battery backed, but if anyone tries to tell you that's the reason for the high price, that's a load of old cobblers. No, the thing is, RPGs are perceived as being big and complex so Sega can get away with a high price and the punters won't complain. They charge that much because we let them charge that much. It sounds unfair, but the fault for high prices lies very much with the poor consumer. **Andy**

• Why don't Sega release games simultaneously on cart and CD? Companies do it for singles in the record industry and I can't really see why this isn't adopted in the games industry.

Kevin Davies, Chester

Mainly because CD games are different to cart games to a varying degree. Many are

simply the same game with a bit of decent music and some Full Motion Video tagged on, but even this takes time. However, the idea of releasing exactly the same game on both formats and taking advantage of the cheaper CD production costs is a good one and has already been adopted by Konami with their *Lethal Enforcers* game. For the cart version and light gun it's £65. Instead of tarding the game up for CD and increasing the development costs, Konami simply bunged it straight onto disc and passed the saving onto the consumer so it only costs £55. Whether any other software houses follow suit remains to be seen. **Andy**

• I went to the Future Entertainment Show recently. As I walked past the Future stand I couldn't believe my eyes. Was that really Paul

Mellerick I saw wearing some ludicrous tartan waistcoat type thing?

Andrea Dwyer, Bristol

Sadly yes. Unfortunately Paul's been getting very little sleep of late and his fashion sense has suffered. The other day for example, he came into work wearing a tutu and Doc Martens. Very odd. **Andy**

• I happened to be in Las Vegas recently. As I walked into a casino one night I couldn't believe my eyes. Was that really Smellers I saw wandering around in cycling shorts and a spangly boob tube?

Andrula O'Dyer

Yes, as a matter of fact it wa... (Dyer, you are truly the most tedious bloke on the planet Earth - Paul) Hmm... More of the same next month. **Andy**

Letters

BLAGGED!

Who'd have thought it? That such a straightforward and, let's be quite honest, rather tedious little column like **BLAGGED!** would still be alive and kicking after all this time. Still, it just goes to show how desperate you all are to get a freebie. Here's this month's winner...

A Andy, a chara,
Conas ata tu? Ta me ag scriobh durt mar ta a fhios agam gur thug tu "free cart" dom. Durt ta gur thug tu "free cart" do daoine "sad cases". Ba Mhaith liom pheile a imirt ar sna trathnona fad. Cheap mo deirfuir go raibh tu "an-deas" agus "gheannmar". Is mise le meas

Damien Meehan, Letterkenny

PS. For a complete translation from Irish to English please send me *Street Fighter 2* please.

Job done. Well done Damien. A copy of SF2 is on its way. Just make sure you send that translation though. Now onto some snippets from the poorer efforts we received this month. And just for a change, let's play a game of "guess the cartridge". All you have to do is take a look at each snippet and guess which game the writer is trying to blag.

"Gimme *Mortal Kombat* please!"
Paul Taylor, Grimsby

Oh for heaven's sake! Next...

"My friend and I have an addiction. Our addiction is playing *Mortal Kombat* live."
Edward White and Dale Evans, Gloucester

Pitiful. Surely you can do better than that!

"I am an innocent egg living in the Yolkon with my wife and six children."
Paul Kreitman, Blackheath

Hmm, it's better, but let's face it, there aren't many games out there featuring eggs. So *Fantastic Dizzy* will be the 2:1 shot there. And finally...

"I'm afraid of little men. They bite, you know, while you are having a poo. They bite your bottom and when you try and bite them back, they just run away."
Paul Parker, Northampton

You see what we're up against. The letters are either completely obvious, or like the last one, completely bloody irrelevant. That, believe it or not, was a plea for *Micro Machines*. Please do come back next month, unless you have something better to do of course... like counting toe-nail clippings for instance.

WHAT'S THE HOLD UP?

Dear MEGA,
I read on Digitiser that the release date of SF2: SCE was being put back yet again; the excuse this time was that the release of the Turbo edition on the SNES would detract from its publicity. That's crap. SF2 has such a massive reputation that it would sell by the bucketful without a single penny being spent on publicity. This is another example of Sega pissing around with release dates at the expense of us gamers.

Another example is the Mega CD. The release of the Mega CD was delayed many times and when it was finally released the only game worth buying was *Jaguar XJ220*. Six months later little had been done to improve the situation; *Final Fight* is the only other game worth having.

When are Sega going to realise that they can't treat their customers this way, by letting them down every time a major piece of hardware or software is due to be released? If Sega continue to treat their customers in this shoddy manner, I think they will lose

a lot of their market share to Amiga's CD32 and the 3DO. I had to get that off my chest.

Chris Hanson, Cheadle



Blanka. Sounds a bit like... (Snip)

Dear Chris,
Wow, you are an angry young man. But yes, I agree that on occasion, delays of release dates can be terribly frustrating. However, with the exception of games like SF2 and machines like the Mega CD, these delays are less common than they used to be. Not so long ago, magazines would review and make the public aware of new developments a very long time before they finally hit the streets. This is, of course, a very bad thing as it leads to frustration.

These days, however, software houses only release games to the magazines a couple of months before release; a reasonable amount of time to bring it to the public eye and generate a healthy interest before it actually goes on sale. Sadly, the Mega CD release turned into a bit of a joke and as you say, even when it did come out there wasn't really a game worth buying. Imagine how pathetic it would have been though, if they'd released the machine even earlier. As for SF2, the game was first designed as a straightforward Champion Edition and a couple of mags reviewed it early. Then, of course, in view of the Turbo Edition being developed for the SNES, the Mega Drive version was improved upon and became the Special Champion Edition. Yes there has been delay after delay and it's annoying, but at least now



Dear MEGA,

On the 29th October I rushed out all excited and bought the excellent *Street Fighter 2* and two six-button joypads. After playing for the day, even though I still thought that it was excellent, I felt a bit sick for shelling out £90 on a game. I have heard why it supposedly costs so much, because it is 24 Mbit, but I have looked through the manual and on the box and I find nothing which says that it is 24Mbit. Please could you tell me why I spent £90 instead of £75. Thank you very much for your time.

Adam Betts, Benfleet

Dear Adam,

"AWWW, I bought this Porsche... and it's ace... and it goes fast... and it does absolutely everything it's supposed to do... but I don't know whether the petrol tank can hold 24 gallons of fuel or not... woe is me!" WHO GIVES A TOSS?

Look, the size of a cart has absolutely nothing to do with how good or bad a game is going to be. You could have a 60-Mbit cart with loads of neat graphics and bugged all gameplay, so stop whingeing. *Street Fighter 2* is a lot of money, but if you saw fit to buy the cart, and make the most of it by buying two six-button pads too and it's as good as you helped then that's that, end of story. But if you're that worried, let me assure you that SF2 is indeed 24 Mbit. Feel better now? Good, now pop down to your local Life Mart and get yourself one. Andy

If you like a game, does it really matter how many Mbits it has?



that it's here, it's brilliant and has been more than worth the wait. Andy

MEGA CD2 PRICE CUTS

Dear MEGA,
Why are the Mega Drive/Mega CD2 going to cost the same as their predecessors? A friend told me that Sega had cut back on the more expensive items in the Mega CD, such as the motorised CD tray, and had streamlined the chips to make it more compact. Plus on the Mega Drive 2 they had done away with luxuries of the volume control etc. If it can be bought in Japan for the equivalent of £60 (Mega Drive) and £100 (Mega CD), why can't it be similar over here, or at least a bit cheaper than it is? Is it just because Sega know that we will fork out more over here for the machines or what?

Loads of people would get the new Mega CD if it were cheaper. I would. Surely it would be more sensible that way. What was the point of just changing the outer casing?

David McClenaghan, N. Ireland



The expensive motorised CD tray is gone, but the price is the same

Dear David

It's annoying isn't it? When you see consoles in other countries for ludicrously low prices it just makes you feel like screaming. The Mega Drive/Mega CD2 business, however, was simply a case of bad timing (so Sega would have us believe). The machines are indeed cheaper to manufacture and the idea was to introduce them at a lower price, but at the same time the exchange rate between the pound and the yen fluctuated and sadly it wasn't in our favour. Don't panic though. New machines always come in at a higher price initially and without a doubt, next year there will be a drop in price.

As for the question of simply changing the casing. Well, the Mega Drive and Mega CD are looking a bit dated now. It's time they had a facelift so Sega gave them one. Andy

WE'RE ONLY HUMAN

Dear MEGA,
In your import feature in issue 15 I noticed a few mistakes. Being a regular buyer of import games (well, I used to be), I noticed that Andy Wright stated that *Thunderhawk* on import is full of Japanese text. Also, in your Official Seal Of Quality section, you listed the official releases that scored below 50%. However, *Annette Again* is an import game, as are *Willy Beamish*, *American Gladiators* and *Chester Cheetah*. This would make seven official games below 50% and 11 import games below 50%, turning the whole thing round. I know the conclusions you came to remain the same anyway, but I just thought I ought to bring this to your attention.

Paul James, Stockport

Dear Paul,
Oh dear, we've had a bad case of

gremlins haven't we? We spoke to Andy Wright and, indeed, Thunderhawk isn't even available in Japan. The game that should've been in there was Landstalker, an RPG that, when written entirely in Japanese, is completely unplayable. And you're also right about those other games. But heck, like you said, it not only leaves our conclusions unchanged, but rather re-enforces the fact that imports are practically dead and, what's more, are of considerably poorer quality than the official releases. **Andy**

DEVIOUS PROGRAMMERS

Dear MEGA,

I was just wondering how cheats were put into games. Are they pre-programmed by the makers, or are they just a fluke, or is it both? Some cheats seem to be very straightforward and easy to do, but others are stupid and don't do much. For example, that Taz-Mania cheat where you have to hold A, B, C and Start on both joypads is absurd. I had to get into all sorts of awkward positions to do this cheat. Even with a friend it was hard to do it simultaneously.

William Campbell, County Antrim



The programmers of *Ranger X* were having a bit of fun with this cheat

Dear William,
More often than not it's the programmers who put the cheats in. Sometimes it's for development reasons so that when they're playtesting the games for bugs and so on, they don't have to play right through the game or keep dying. They can instead use a handy level-select or infinite-lives cheat. The reasons for not removing these cheats is that after a few months, when people are getting bored of their games, the cheats can then be leaked out to the public and the life of the game is extended. Sometimes, however, cheats are simply bugs in the program but this is rather rare these days. But about that Taz-Mania cheat. It is a bit silly isn't it? **Andy**



TEDIOUS GIFTS!

We don't want 'em. Here's a list of the topics we do and don't want you to write in about.

TELL US ABOUT...

Sega-related 1994 predictions
New Year's resolutions

DON'T TELL US ABOUT...

Super Consoles
Street Fighter 2
Differences between Mega Drive 1 and 2

Time once more to needlessly print a picture of a famous bloke to bump up our street cred and let one of our readers have a rant.

ARNE'S SOMEWHAT SERIOUS BIT

Dear MEGA,

When the Super Nintendo was launched, its games cost between £45 and £55, while the Mega Drive was at an advantage with games costing £40. Then came the 16-Mbit carts like *Streets Of Rage 2*, which cost £45. While nobody liked paying £45 for a game they didn't mind so much because it was a one-off. Now all Mega Drive games are priced between £45 and £50, while Nintendo have just dropped the price of their own games to £40. All new Electronic Arts carts for the Mega Drive (*NHLPA '94* and *Madden '94*) are £49.99. Other games have also increased in price including *Aladdin* at £49.99, *Mortal Kombat* £49.99, *Ranger X* £44.99, *Eternal Champions* £54.99 and *Street Fighter 2* at a ridiculous £59.99. This doesn't look healthy for Sega, especially now Christmas is nearing and parents will choose the console with the cheapest games.

As a Mega Drive and Mega CD owner I feel disgusted that cartridges at £44.99 are now normal, with more than a few at £49.99. I will be very surprised if Sega machines sell very well this Christmas when the carts have gone up by at least £10 and at a time when Nintendo drop by £10.

Now is the time for yourselves and other video game media to help us, the punters, to do something about it, like a petition or something. If everybody in the video games corner gets together on this one, then we can combat high prices.

Graham Haw, South Shields

Dear Graham,

The situation does seem a bit ridiculous so we spoke to Sega's Andy Wright for an explanation.

"There are several reasons for the high prices. First of all, the yen/pound exchange rate is not in our favour. Secondly, cartridges are getting bigger. Sonic was 4 Mbit, Sonic 2 was 8 Mbit and now many games are 16 Mbit, with *Street Fighter 2* coming in at 24 Mbit so you're effectively getting three times the game. Nintendo cartridges are cheaper at the moment because they're losing their place in the market, so they have to do it somehow. The thing is that third-party developers aren't pleased, because they can't possibly match the low prices. Plus they overstocked, so they're now shifting that old stock at low prices. They're selling NES carts at £4.99.

"We are looking into dropping prices and we're now assembling EPROM carts in Wales, so if the exchange rate moves in our favour, we'll be able to pass the benefits onto the kids. We don't like having our carts at high prices. We'd love to be able to drop the prices but at the moment we can't."



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SHUT DOWN

Oh no! It's the end, and we were only just getting started. But just look at all this stuff we've got in store for next month



Above: Dinosaurus for Hire; innovative platform shoot-'em-up or tedious rip-off? Right: Awesome Possum



It's been great. Pause for a moment and reflect on all the wonders that were part and parcel of issue 16: that brilliant games feature; the 1994 predictions; all those competitions, including that massively huge £2,000 give-away; not to mention all the reviews, news and previews you've come to expect from Britain's best-selling Mega Drive magazine. But let us not dwell on the past. The time has come to set aside this monumental biggest-ever issue of MEGA, and turn our faces to the scorching dawn of issue 17. What will we find there? What strange and mystical delights await our trembling fingers? Hang on a minute and we'll tell ya.

REVIEWS

Games, games, games and games. More games, games, games and further games still. Oh yes; we'll be looking at a stunningly-sizeable collection of new cartridges next month, including *Eternal Champions*, *Puggsy CD*, *Top Pro Golf*, *Pele*, *Jim Power*, *Stellar Fire CD*, *Socket*, *Awesome Possum*, *Columns 3*, *Dinosaurus For Hire* and – no, let's not spoil it. After all, a new issue of MEGA just isn't complete without a few very special surprises. Rest assured that you'll be getting all the info on all the most imminent new games releases.

MEGA
Issue 17
ON SALE
Thursday 20
January

OTHER STUFF

Heavens yes! Issue 17's bound to be brimming with up-to-the-minute news items and features. There'll be a special how-to-spend-your-Christmas-money joypad round-up that'll advise you on all your pad and stick buying needs. We'll even have all the latest info on Sega's Virtua coin-ops and their prospective Mega Drive and Mega CD conversions. With all the usual previews and tips, not to mention another ground-breakingly fab competition, you'd have to be round the bend to pass it up. It's going to be marvellous, and we can't wait to see you there. 'Til then, it's goodnight from me, and it's goodnight from... oh, they've gone.



Will *Eternal Champions* be just another beat-'em-up? Or what?

TIPS
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SHOOTING STARS COMPETITION

Somewhere out there is the camera that will snap the winning entry to our Shooting Stars Compo. Could it be yours? Only time will tell. If you do manage to take a photograph of a national celebrity reading your copy of MEGA, send it to us and you'll make off with a year's subscription and a binder, not to mention a pair of infra-red joypads and – this month's addition – a copy of *Micro Machines*. So getting snapping and post those celebrity pics to: Shooting Stars Compo, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW.

THE AS ON THE BACK PAGE

And so we arrive at that oh-so-special time where we discuss the problematic, divulge the imponderable, and, in short, answer the "Qs in the news" from page 9.

1. Dr Robotnik
2. A bat
3. Ten Lords a leaping
4. *ToeJam and Earl 2*. The others are all licences. *ToeJam and Earl* are original game characters.
5. Nigel
6. *Puyo-Puyo*
7. *Dragon's Fury*
8. Baleog, Erik, Olaf
9. Two. The original *Rolling Thunder* never appeared
10. You tell us
11. Funkotron
12. The Madman Kilbaba
13. *Matrix Runner*, *Nuclear Rush*, *Outlaw Racing*, *Iron Hammer*
14. *Eternal Champions*

15. Dr Bruce Banner
16. *Boxing Legends Of The Ring*
17. *Mean Bean Machine*
18. *ToeJam and Earl 2*
19. *Terminator CD*
20. *The Incredible Crash Dummies*

1-8 points:
Oh for pity's sake. If you were a Christmas gift, you'd be a wet lump of old coal.

9-14 points:
This sort of score simply won't do. If you were a Christmas gift, you'd be an ill-fitting and itchy jumper with sheep on the front.

15-17 points:
Well it's not disastrous, but it's still nothing to be proud of. You'd be a couple of pairs of socks, or some bath salts or something.

18-20 points:
Blimey! You'd be something completely fantastic – a Scalextric set with headlamps, or a subscription to MEGA, for example.

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